



LONE WOLF

THE STORMS OF CHAI

JOE DEVER

The Storms of Chai

Joe Dever

Illustrated by [Unknown]

The Storms of Chai

The Forces of Darkness have launched a coordinated assault upon the Free Nations of Magnamund. Their intentions are clear: to overwhelm and annihilate them before an effective counter-offensive can be undertaken.

In ***The Storms of Chai***, your mission is one of seven that Kai Supreme Master Lone Wolf has initiated to turn back this unprecedented tide of evil before it engulfs all the goodly nations of Magnamund forever.

Will you succeed in your vital quest to retrieve the Eye of Agarash from the city of Pensei and bring it back safely to the Kai Monastery of Lorn, or will you fall victim to the powerful Nadziran Zashnor and the terrible creatures at his command?

Joe Dever, the creator of the bestselling Lone Wolf adventure books and novels, has achieved world-wide recognition in three creative fields — as an award-winning author of international renown, as an acclaimed musician and composer, and as a games designer specialising in role-playing games.

On graduating from college in 1974, Joe Dever became a professional musician, and for several years, he worked in the music industry in Europe and the United States.

While working in Los Angeles in 1977 he discovered a then little-known game called 'Dungeons & Dragons'. Although the game was in its infancy, Joe at once realised its huge potential and began designing his own role-playing games along similar conceptual lines. These first games were to form the basis of a fantasy world called Magnamund, which later became the setting for the Lone Wolf books.

Five years later, in 1982 at the Origins Game Fair, Joe won the Advanced Dungeons & Dragons World Championships in Baltimore, an event held before 16,000 people. Inspired and encouraged by his success at Origins, Joe decided to quit the music business and devote his time to writing and games design.

In 1983, after a brief spell at Games Workshop in London, he wrote *Flight from the Dark* — the first Lone Wolf interactive gamebook. His manuscript immediately attracted a frenzy of interest from three major London publishing companies, all of whom bid for world rights. Joe accepted an offer of publication from Hutchinson's (later to become Century Hutchinson Ltd; now Random House UK) and *Flight from the Dark* was first published in 1984.

This first book sold more than 100,000 copies within its first month of publication, and overseas rights were snapped up by twelve countries (including the United States, France, Germany, Japan, Italy, and Sweden). The success of Joe's first book laid the foundations for the future of the Lone Wolf series, which has sold over 11 million copies around the world.

Beginning in 1996, Joe worked in the games industry as script writer and games design consultant.

In late 1999, Joe gave his readers his millennium gift by sharing his works freely through what became Project Aon. Other creators added their own gifts to his: Gary Chalk, Brian Williams, Ian Page, Rob Adams, Paul Bonner, Melvyn Grant, Richard Hook, Peter Andrew Jones, Cyril Julien, Peter Lyon, Trevor Newton, Peter Parr, and Graham Round.

After a brave and private ten-year battle with illness, Joe Dever passed away in November 2016 leaving behind a legacy of goodness and honour that has earned him a loyal, enduring following among the readers who continue to find adventure in the worlds he created.

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Dedication

For Rob Gould
‘Cometh the hour, cometh the man.’

Acknowledgements

‘I would be especially pleased if my granting of the rights to distribute my books in this way was seen as my “millennium gift” to all those devoted readers who have kept the Kai flag flying high, through all the good times, and the not-so-good. It would make me very proud indeed if this enterprise laid the foundations of a lasting legacy, securing the longevity of Lone Wolf by making my creation freely and readily accessible to current and future online generations. For them, for us, for Sommerlund and the Kai. ... ’ **Joe Dever**

Project Aon would first like to thank Joe Dever for making this generous offering of the books that we have all loved from the beginning. We are also grateful for the generosity of Rob Adams, Paul Bonner, Gary Chalk, Melvyn Grant, Richard Hook, Peter Andrew Jones, Cyril Julien, Peter Lyon, Ian Page, Graham Round, and Brian Williams for contributing their portions of the world of Magnamund to Project Aon. We would also like to acknowledge the following members of Project Aon for their diligent work:

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Timeline of Notable Events in Magnamund

MS 5085 Bhanar and Chai

The vampiric Autarch Sejanoz of Bhanar was destroyed. Khea-khan Xo-lin of Chai rallied the New Kingdom armies, defeated the invading Bhanarian army and pursued it deep into the Bhanarian homeland. Xo-lin's son, General Zha-zhing, looted the city of Yua Tzhan and razed it to the ground. Very few of its citizens escaped alive. This has since become remembered as the Massacre of Yua Tzhan. Young Prince Kamada, Xo-lin's great-great-grandson, died during the winter. He was next in line for the throne of Chai because General Zha-zhing was the illegitimate son of Xo-lin.

MS 5086 Bhanar and Chai

The Chai army occupied eastern Bhanar, and all of its steam-powered engines and weapons of war were systematically destroyed. The aged Khea-khan Xo-lin of Chai died, and his only remaining son, Zha-zhing, acceded to the throne. Zha-zhing's political rivals accused him of plotting and orchestrating the young prince Kadama's death in the preceding year for his personal gain. These accusations were never proven. Upon his inauguration he married Princess Myelsha of Mhytan. Chai forts along the border with Bhanar were attacked by Bhanarian irregulars in reprisal for the Massacre of Yua Tzhan. A treaty was signed between Chai and Mhytan (the Chai Sea Treaty). All Bhanarian shipping was denied access to the Chai Sea by Mhytanian and Chai men of war. The blockade soon suffocated Bhanarian resistance.

MS 5086 Shadaki and Free Alliance of Southern Magnamund

Zultan Zedoli seized the throne of Shadaki in a bloody uprising, and the state of Shadaki seceded from the Free Alliance of Southern Magnamund — the confederation of states which had emerged from the collapse of the Shadakine Empire of Shasarak the Wytych-king in MS 5057. Grey Star, the previous ruler of

Shadaki, fled but he remained the Wizard Regent of the Free Alliance and set up his new capital in the Port of Suhn.

MS 5087 Bhanar and Chai

Bhanarian resistance collapsed. Khea-khan Zha-zhing installed Overseer Klutan upon the throne of Bhanar. Klutan was a political puppet of Chai. The Chai army withdrew from eastern Bhanar. Khea-khan Zha-zhing had a son, Lao Tin.

MS 5088 Vaduzhan, Bhanar, and Chai

Vaduzhan invaded south-western Bhanar. The capital city of Otavai fell to Vaduzian forces with little resistance. King Kardisa of Vaduzhan claimed the territories of former south-western Bhanar for his imperial throne. Chai chose not to oppose his claims. Overseer Klutan transferred his seat of power to the coastal city of Yua Klio near to the Chai border. Gradually he lost control over most of Bhanar.

MS 5088 The Isle of Lorn

The Shianti left the Isle of Lorn to reside with Goddess Ishir on the Plane of Light. Their final act upon Magnamund was to bequeath their island to the Order of the Kai. The handover was facilitated by their emissary, Grey Star.

MS 5089 The Isle of Lorn, Shadaki, and the Free Alliance

Lone Wolf travelled to the Isle of Lorn. Assisted by Grey Star and Guildmaster Banedon, he made plans for the construction of a second Kai Monastery. Zultan Zedoli of Shadaki declared their presence upon the Isle of Lorn 'an act of war'. Shadaki mustered its army and attacked its southern neighbours: Korli and Forlu, members of the Free Alliance of Southern Magnamund. The Freelands sent troops to support the Free Alliance led by Grey Star, as did Lone Wolf. A cassel of Kai and three cassels of Sommlending marines fought in the War of the Sea of Winds. Shadaki was soundly defeated and forced to relinquish all of its territorial gains. Zultan Zedoli was assassinated before the year was out. Ulonga the Shaman, the evil necromancer who pulled the strings in Zedoli's shadow, now overtly seized control of Shadaki with assistance from Sesketera, the notoriously cruel ruler of the city-state of Ghol-Tabras.

MS 5090 Lencia and Nyras

The Lencians were forced out of Nyras by Warmarshal Ranghor. King Sarnac III was killed. A civil war erupted in the Drakkarim nations as Ranghor and his former lieutenant, Ghangrim, wrestled for control.

MS 5090 The Isle of Lorn

Construction began on the new Kai Monastery on the Isle of Lorn. It would take ten years to complete. Most of the Grand Masters of the New Order helped in the building of this magnificent fortress.

MS 5090 Shadaki

Occasional border skirmishes between Shadaki and Korli persisted.

MS 5091 Siyen

A large number of Agarashi creatures (estimated at between 8,000–12,000) emerged from the Darkwall Mountains and invaded the Lucien Plain of Siyen. The city of Varedo was overrun and destroyed. The Siyenese army swiftly counter-attacked and forced the ravaging horde back into its hidden mountain lairs.

MS 5091 The Isle of Lorn

The Freelands Alliance provided 1,000 workers to help with the construction of the Kai Monastery of Lorn.

MS 5091 Shadaki

All incursions by Shadaki into Korli ceased.

MS 5091 Sommerlund

King Ulnar V of Sommerlund and his two daughters, Crown Princess Imelda and Princess Madelon, died in unexplained circumstances in the King's Keep of Holmgard. Kai Grand Master Firestone was killed attempting to protect them. The party responsible for these tragic murders was never found but the fact someone could strike in the heart of Sommerlund greatly worried Supreme Master Lone Wolf. King Tor IV, son of Crown Princess Imelda, acceded to the throne of Sommerlund.

MS 5092 Lunarlia

The town of Jaroc, in southern Lunarlia, was attacked and destroyed by a large force (estimated at between 7,000–10,000) of Agarashi from the Doomlands of Naaros.

MS 5092 Stornlands

The War of the Warrens erupted between Eldenora and Delden following the assassination of Lord Vandyan of Eldenora.

MS 5093 Starn

Mt. Vost was besieged by a large horde of unnamed creatures (estimated at between 12,000–15,000) from out of the Kraknalorg Chasm. The Giants of Starn received military aid from Boden which broke the siege and sent the horde fleeing back into the chasm. The southern borderlands of Starn (namely the Shadow Grails and the Tsuzeloi Hills) have since been heavily patrolled by the rangers of Boden and Starn.

MS 5093 Stornlands

End of the War of the Warrens between Eldenora and Delden. Eldenora won the war, gaining territory and tribute from defeated King Loarn of Delden.

MS 5094 Kasland and Cincoria

Several skirmishes occurred between Kasland border patrols and creatures encroaching upon Kasland territory from out of the Kraknalorg Chasm. In northern Cincoria, several of its timberland settlements were destroyed by similar creatures from the chasm.

MS 5095 Vassagonia

Zakhan Jaraza acceded to the throne of Vassagonia. Peace treaties were signed between Vassagonia and the Lastlands. The new Zakhan formally renounced all Vassagonian territorial claims to Cloeasia in perpetuity.

MS 5095 Magador

President Kadharian was assassinated and control of Magador was seized by Marshall Luthos Vorgada, a senior Magadorian army officer.

MS 5095 Sommerlund

A record harvest was reported.

MS 5096 Magador and Ogia

Magador allied to Ogia and their joint armies attacked Talestria. Palmyrion supported Talestria with military assistance and they won a decisive joint victory over Magador and Ogia at the Second Battle of Luukos.

MS 5097 The Danarg and Talestria

The Talestrian border with the Danarg Swamp was violated. Dozens of incursions were reported of swamp creatures hunting well beyond their usual confines of the Danarg. The Talestrian Army was deployed to contain the encroachments.

MS 5098 Lencia, Nyras, and Nyvoz

In the Drakkarim Homelands, Warlord Ghangrim and his Nadziranim allies were pushed back into Nyvoz. Drakkar Warmarshal Ranghor oversaw the construction of ironclad warships at Zeegazad. King Telnac of Lencia ordered the construction of a shipyard at Newton on the River Doun.

MS 5098 Kasland

Archduke Chalamis of Kasland died in mysterious circumstances. He was succeeded by Archduchess Larena.

MS 5098 Sommerlund

Rich new gold seams were discovered in the south-eastern reaches of the Maaken Mines. The Sommlending Crown reaped huge rewards from this new-found gold. King Tor IV doubled the size of the regular Sommlending Army of the South, and increased the size of all the Sommlending fleets.

MS 5099 The Isle of Lorn

A Shadakine plot to destroy the Kai Monastery of Lorn was foiled by Lone Wolf and the New Order Kai. Kai Grand Master Bright Star sacrificed himself to save the new Monastery.

MS 5099 Stornlands

Acolytes of Vashna were sighted numerous times throughout the year, mostly in Delden, Eldenora, and Salony.

MS 5100 The Isle of Lorn

The Kai Monastery of Lorn was completed on the fifth day of the New Year. At the inaugural ceremony, the God Kai appeared to Supreme Master Lone Wolf. He gave his praises, his blessings,

and a sombre warning that Magnamund would soon suffer assault by the forces of Naar.

MS 5100 Sommerlund

Lone Wolf returned to Sommerlund to prepare the Kai Order for a new dawn of darkness. He also sent Kai Master Red Bear and three Kai Aspirants to Talestria.

MS 5100 Kalte

All Sommlending and Durenese trading links with Ljuk were severed without warning by the Ice Barbarians. Sommlending traders had their cargoes seized before they were run out of the Kalte trading post. Two Northlands Trading Company ships were commandeered at anchor off the Ljuk Ice Shelf by Ice Barbarian war parties. Their cargoes were seized and the crews were brutally murdered. The Kalte barbarian warlord, Tvor'tana, united all of the disparate tribes of the northern wastes for the first time. With their unanimous consent, he claimed for himself the title 'Grand Brumalmarc of the Icелands'.

MS 5100 Salony

The seceding town of Amory was besieged and captured by an army of mercenary companies led by Prince Darthon of Rhem. Duke Lortha, the evil Highborn of Amory, was brutally slain.

MS 5100 Lencia

King Telnac was warned by the Telchoi of an impending Agarashi uprising and he called off his crusade against the Drakkarim. The Drakkarim perceived this as a sign of weakness and launched a swift invasion of Lencia. After Vadera and Westhaven were razed to the ground and King Telnac was killed on the battlefield, Warmarshal Ranghor claimed the throne of Lencia. Prince Sarnac, heir to the crown of Lencia, was able to flee from Helmstorm and went into exile.

MS 5100 The Darklands

The Lake of Blood surrounding the ruins of Helgedad self-extinguished.

MS 5101 Dessi

Shortly after the Feast of Fehmarn, the Chasm of Gorgoron was rocked by violent earthquakes. When finally the quakes subsided,

swarms of Agarashi arose from the chasm and infiltrated the jungle realm of Dessi.

MS 5101 Kalte, Sommerlund, and Durenor

The newly declared 'Grand Brumalmarc of the Icелands', Tvor'tana, with Nadziranim aid, unlocked the Vagadyn Gate, a Shadow Gate located beneath the Ice Fortress of Ikaya and released the Ice Demons that had not managed to pass through this ethereal corridor before it was sealed millennia ago. These powerful creatures of evil brought an early and unnatural winter to Sommerlund and Durenor. The Kaltersee froze over and the Ice Barbarians swept down and invaded northern Sommerlund and northern Durenor. Supreme Master Lone Wolf, King Tor IV of Sommerlund, and King Danan I of Durenor lead the armies that destroyed most of the Ice Demons, and then defeated the Ice Barbarians, sending them fleeing back to their frigid wilderness. The victory was won at the cost of the heroic self-sacrifice of King Tor IV. The unnatural winter ended as swiftly as it had begun. Sommerlund endured three months of flooding before all of the melt waters declined and the natural cycle of the seasons resumed once more. King Haigh V acceded to the throne of Sommerlund and married Princess Emyla of Talestria.

MS 5101 Lencia

Prince Sarnac, at the head of a united Freelands force, attacked Helmstorm and liberated it from the Drakkarim. Sarnac was crowned King Sarnac IV of Lencia before he led his forces from Helmstorm to face the Drakkarim who had rallied to the north of the capital. Lencian and Drakkarim armies fought at the Battle of Grimstone Valley. Ranghor was vanquished when troops from Kasland arrived to reinforce the Lencians late on the second day of the battle.

MS 5101 Eru

An Eruan Pathfinder reported that Ghangrim's Nadziranim had constructed a machine that would 'devastate the Freelands'.

MS 5101 Western Tentarias

The Invasion of Darke began. The city fell to the united forces of Eru, Lencia, Kasland, Boden, and Bor. King Sarnac IV renamed

the city 'Gamir', its ancient Lencian title. Sarnac pressed on through Nyras and Nyvoz, intent on taking Kagorst and wiping out the remaining Drakkarim threat. Sarnac rode to victory and razed Kagorst.

MS 5101 Skaror

Frequent and violet earthquakes tore open the borderland between the Darklands and Skaror in the southern foothills of the Ogshezar Mountains. A deep chasm, two hundred miles long and of unknown depth, appeared and destroyed the ancient Darklord city of Cragmantle. It stretched from the ruins of Cragmantle on the Skaror border all the way to the abandoned Darklands city of Nadgazad.

MS 5101 Bhanar

The remote Bhanarian city of Bakhasa was seized by a Nadziranim sorcerer named Zashnor.

MS 5101 Maakengorge

The Maakengorge opened further, extending the vast chasm by twenty five miles to the east. The ruins of Maaken were completely levelled by the violent aftershocks, and very few buildings in the Free State of Casiorn were left standing.

MS 5101 Stornlands

Thousands of Acolytes of Vashna began to make pilgrimage to the Maakengorge.

MS 5102 Chai

Khea-khan Zha-zhing died (aged 58) on the Feast of Fehmarn. His son, Lao Tin (aged 16), became the new Khea-khan of Chai.

The Story So Far ...

It is early spring in the year MS 5102, and you are a Grand Master of the New Order of the Kai, the warrior élite of Sommerlund.

It is a clear moonlit night and you are staring out across the crystal clear waters of the Sea of Dreams from the high window of your chambers in the Kai Monastery of Lorn. The crunching sound of footfalls on loose gravel draws your attention to the parade ground below. A pair of diligent young Kai Warmarns, clad in black and yellow chequered tabards, is patrolling the perimeter with spears on their shoulders. Your eyes wander towards the centre of the parade ground, to a low circular wall of white Kirlundin stone. It encompasses two sturdy Sommlending Oaks. You are reminded of when these trees were transplanted here during the inauguration of the monastery, on the Feast of Fehmarn, two years previously. They were transported all the way from your homeland by sea. The oaks represent the two Sommlending Kai Monasteries with their roots inextricably entwined. The moon is full tonight. Ishir's Blessing casts its ashen light upon the battlements, towers, and gleaming porticos of the new monastery. You take great pride in what you see, for the sweat of your own labour contributed to the construction of this magnificent fortress.

Your pride is tinged with apprehension, for you have much on your mind. Sommerlund suffered greatly during the perpetual winter and heavy thaw of last year. Fortunately, before his untimely death in MS 5101, King Tor IV had wisely made provision for the storage of food and fuel throughout Sommerlund, and these caches saved the lives of countless thousands of citizens. You are confident that your homeland will surely recover from the Long Winter of MS 5101, but it will likely take two years or more before life there returns to normal. However, this is the lesser of your present concerns. The greater is something less tangible. For the past two weeks, you have been haunted by a feeling that the forces of darkness are poised to unleash

an assault upon Magnamund. You are not alone in your feelings. Blazer, one of your fellow Grand Masters, confided to you this evening that he, too, has been having similar feelings of foreboding for no apparent reason, as have several of the more psychically gifted Kai Masters in the monastery.

The events of tomorrow should allay or confirm your fears. Supreme Master Lone Wolf is expected to arrive by skyship from Dessi at noon. You and Grand Master Blazer will formally greet him when he disembarks upon the monastery parade ground. You have personally overseen the arrangements for the docking of his skyship, and an honour guard of Kai Masters has been drilled to perfection in readiness for his inspection. Satisfied that everything is prepared for tomorrow's duty, you close your window and retire to your bed.

You awake at dawn and breakfast with a dozen Kai Masters in the mess hall. Then you make your final preparations for Lone Wolf's return. As noon approaches, there is a buzz of anticipation on the parade ground as eagerly you await the imminent arrival of Supreme Master Lone Wolf's skyship. Together with Blazer, your fellow Kai Grand Master, you make one last inspection to check that everything is ready. The lookout in the Tower of the Moon spots two skyships approaching, and he informs you of this by a telepathic message. Hastily, you issue orders to the Kai docking crew to prepare to receive this second, unexpected skycraft. A further area of the parade ground is cleared, and mooring points for the second craft are quickly installed and made ready.

The skyships make a slow and simultaneous decent towards the parade ground from out of the blue cloudless sky. They come to hover, side by side, no more than a few feet above the ground and their sorcerous engines are powered-down to a soft hum. Mooring lines are attached fore and aft of each vessel, and wheeled stairs are positioned against the gunwales of their main decks. The larger of the two skyships is Skyfort, Supreme Master Lone Wolf's personal vessel, which he received as a gift from Guildmaster Banedon two years

previously. Lone Wolf appears at the head of the stairs, and behind him you can see four Kai Grand Masters: Black Hawk, Star Lynx, Steel Hand, and Swift Sword, each dressed in their distinctive personal uniforms.

The smaller skyship is named *Comet*, one of the Brotherhood of the Crystal Star's new fleet of fast aerial vessels. Standing on its main deck, you recognise Lord Rimoah and Guildmaster Banedon. With them is a small humanoid creature with greenish skin and crimson eyes. It shuffles impatiently and tugs at the brim of its tall felt hat to shield its sensitive crimson eyes from the glare of the noon sun. Although you have never seen a creature like this before, you know enough about the myriad races of Magnamund to deduce that this is a Kloon Sage of Chaman.

Supreme Master Lone Wolf descends the stairs to the parade ground, and a fanfare of cornets is sounded when he first sets foot on the gravelled surface. He makes a swift inspection of the assembled ranks and commends the Kai Masters on their turnout. Then he dismisses them in order that they may return to their teaching duties. As they disperse and leave the parade ground, Lone Wolf calls you and Blazer forward and informs you both that a special conference will be held in his personal chambers in one hour's time. You are both instructed to attend.

Supreme Master Lone Wolf's chambers occupy the top two floors of the Tower of the Moon, the tallest of the monastery's crenellated towers. The lower of these two floors contains the Grand Hall of the Supreme Master, and it is here that the special conference is convened. The hall is a magnificent exemplification of Sommlending architectural design. Its gold-veined pillars of marble support a buttressed ceiling embellished with a vibrant mural depicting famous events in Sommlending history. The walls are draped with the war banners of the Kai, and several glass-fronted display cabinets, set around the hall, contain trophies, medals, and mementoes collected by Lone Wolf during his many quests. You and Blazer pass through the

hall's great door which closes behind you and locks with a muffled click. Gathered in a circle around a large table set before the Supreme Master's alabaster throne, you see the illustrious and dignified group who arrived at the monastery an hour ago. Lone Wolf beckons you and Blazer to join them. Spread upon the table's polished surface is a detailed map of Magnamund.

‘Now that our company is complete, I call upon Lord Rimoah and Sage Chastan to give their report of the unprecedented events that have prompted me to convene this special meeting,’ says Lone Wolf.

‘Thank you, my Lord,’ responds Rimoah. He picks up a steel pointer from the table and uses it to aid his briefing. Tapping its tip upon his homeland of Dessi, he begins.

‘The High Council of the Elder Magi has become aware of several threats to the security of Magnamund that have demanded our urgent attention. Whereas, in the past, the agents of darkness have confined their attempts to corrupt sovereign nations in one or two specific regions, we are now convinced that an orchestrated effort is underway to overwhelm the goodly nations of Magnamund. Several sizeable and coordinated attacks have been launched simultaneously. We believe their express purpose is to overwhelm us before we are able to gather our allies and mount an effective counter-offensive. Here, in Dessi, from the depths of the chasm of Gorgoron, a vast horde of Agarashi has awoken. They have emerged from the chasm and spread throughout the central jungles of my homeland. Our magicians and our brave Vakeros are now locked in battle with this horde as I speak.’

Lord Rimoah moves the pointer across the map and taps several other places where sinister uprisings are taking place.

‘The Maakengorge, the Kraknalog Chasm, the Dark Realm of Ruel, the ruins of Cragmantle, Ljuk, the Danarg, the city of Shadaki, and the Doomlands of Naaros: All of these places have now become mustering points for the forces of darkness.’

Lord Rimoah lifts his steely gaze from the map and looks to the slight figure of Sage Chastan.

‘Our learned allies in Chaman forewarned us late last year. I very much regret that the High Council did not heed their warnings sooner, and for that I owe our learned ally a sincere apology.’ The Klooon blinks his crimson eyes and accepts Rimoah's apology with a gracious nod of his head.

‘Our fears have become real,’ he replies, in a softly rasping tone. ‘But there is still time enough to stem this tide of darkness, though precious little time it is.’

‘Precious little time, indeed,’ says Lone Wolf, solemnly. ‘If we are to prevent this resurgence of evil from overwhelming the Freelands of Magnamund, we must strike swiftly and effectively at the enemy's main mustering points. By preventing the reinforcement of their hordes, we shall stem this flood before it converges and drowns us.’

Lone Wolf casts his eyes upon each Kai Grand Master in turn as he continues speaking.

‘With the aid of my wise and learned councillors, I have prepared missions for each and every one of you.’ From the pocket of his golden battle tunic, Lone Wolf produces six furled parchments, each tied with a silk cord of a different colour. One by one, he hands them out to you and the five other Kai Grand Masters assembled here.

‘Unfurl your scroll, my lords. Read and memorise the contents,’ instructs Lone Wolf.

With a tingle of anticipation, you untie the scarlet cord and open your furled parchment. It contains the details of your mission, handwritten by Supreme Master Lone Wolf personally.

An Agarashi horde, numbering several thousands, has emerged from the Doomlands of Naaros. Our agents in Chai inform us

that it is being commanded by a powerful Nadziranim sorcerer called Zashnor. The Bhanarian city of Bakhasa has become their mustering point and it is now completely under Zashnor's control. Bhanarian forces, hungry to avenge the Massacre of Yua Tzhan, have been mobilised and are currently marching south-east towards the Chai border with Zashnor's Agarashi horde. Khea-khan Zha-zhing, Chai's renowned warrior king, passed away peacefully in his sleep some weeks ago, on the Feast of Fehmarn. The new ruler of Chai is Zha-zhing's son, Lao Tin. He is sixteen years old. Although he commands the loyalty and respect of Chai's military High Command, he does not yet possess the wisdom and martial experience of his famous father. Without Zha-zhing's outstanding generalship, Chai is especially vulnerable to invasion at this time.

Seventeen years ago, you defeated Autarch Sejanoz of Bhanar and secured the cursed artefact called the Claw of Naar. This powerful weapon was delivered to the Elder Magi in order that they should destroy it, to prevent it from ever falling into the hands of our enemies. Alas, despite every attempt to annihilate this foul object by all means at their disposal, its destruction has not been achieved. The Elder Magi have constructed a secure prison for the weapon in a secret location in Dessi until the means to destroy it is found. After years of careful study, and with the invaluable assistance of the Sages of Chaman, we now know a great deal more about this cursed artefact than we did when you first captured it. The Claw is powerful, but it is not complete. It is but one half of a weapon that is capable of unleashing a far more intense blast of destructive energy, with power enough to obliterate an entire city at a single stroke. The missing component of this weapon is a gem-like object called the Eye of Agarash. Without the Claw, the Eye of Agarash has no innate destructive powers. However, when it is married with the Claw, it greatly intensifies and concentrates the power of that weapon several hundredfold.

The Sages of Chaman have located the Eye of Agarash. For centuries, and without the knowledge of a succession of royal owners, it has been a gem that embellishes the Grand Throne of the Khea-khans. This throne is located in the Imperial Palace of Pensei, in Chai. Your mission is to journey to Pensei and retrieve the Eye of Agarash. Once you have it in your possession, you must return with it as quickly as you are able to the Kai Monastery of Lorn. Years ago, you saved the life of the young Khea-khan's grandfather. For that, he will forever be in your debt. Our agents in Chai are confident that Lao Tin will willingly give you the Eye of Agarash and assist your swift return here to the monastery. However, now that Zashnor's hordes are moving quickly to invade Chai, there is a serious risk that the city of Pensei may fall within a matter of days.

We are in no doubt that Zashnor is aware of the Eye's location and its significance. It must be retrieved before it falls into his foul hands. We know that he possesses a personal weapon that bears a chilling similarity to the Claw of Naar. If, indeed, it has the same properties as the Claw you retrieved, then the consequences of him capturing the Eye of Agarash will be devastating. This outcome must be prevented at all costs.

When you and the other Grand Masters have finished reading and digesting the contents of your mission scrolls, Lone Wolf instructs you to furl them and place them in the centre of the map table. Guildmaster Banedon steps forward and sweeps his hands across the pile of scrolls. Immediately, they are consumed by a cold magical fire that destroys them utterly, leaving no trace. Lone Wolf calls an end to the conference and dismisses you and the other Grand Masters. Before you leave the Grand Hall, he instructs you all to gather at dawn on the parade ground in readiness for your departure from the monastery. With a formal salute, you acknowledge his order and leave the hall in single file. In silent contemplation, you each return to your quarters to make preparations for your individual missions. The afternoon is spent selecting your clothing and equipment for the

mission and, after supper, you retire early in order to get plenty of rest before you set off tomorrow morning. With some difficulty, you eventually fall asleep after several hours spent in listless contemplation of your quest and the unknown dangers that lie ahead.

The Game Rules

You keep a record of your adventure on the [Action Chart](#).

During the years you have spent in training at the Kai Monastery, you have devoted yourself to further developing your fighting prowess (COMBAT SKILL) and physical stamina (ENDURANCE). Before you begin this *New Order* adventure you need to measure how effective your training has been. To do this take a pencil and, with your eyes closed, point the blunt end of it onto the [Random Number Table](#). If you pick a 0 it counts as zero.

The first number that you pick from the [Random Number Table](#) in this way represents your COMBAT SKILL. Add 25 to the number you picked and write the total in the COMBAT SKILL section of your [Action Chart](#) (i.e. if your pencil fell on the number 7 in the [Random Number Table](#) you would write in a COMBAT SKILL of 32). When you fight, your COMBAT SKILL will be pitted against that of your enemy. A high score in this section is therefore desirable.

The second number that you pick from the [Random Number Table](#) represents your powers of ENDURANCE. Add 30 to this number and write the total in the ENDURANCE section of your [Action Chart](#) (i.e. if your pencil fell on the number 8 on the [Random Number Table](#) you would have 38 ENDURANCE points).

If you are wounded in combat you will lose ENDURANCE points. If at any time your ENDURANCE points fall to zero or below, you are dead and the adventure is over. Lost ENDURANCE points can be regained during the course of the adventure, but your number of ENDURANCE points cannot rise above the number you have when you start an adventure.

If you have successfully completed previous adventures in the *Lone Wolf New Order* series (Books 21–28), you can carry your current scores of COMBAT SKILL and ENDURANCE points over to this adventure.¹

You may also carry over any Special Items, Kai Weapon, normal Weapons, and Backpack Items you had in your possession at the end of your last adventure, and these should be entered on your new [Action Chart](#). If you have completed the previous Lone Wolf New Order adventure, remember to choose an additional Grand Master discipline and add +1 to your basic COMBAT SKILL and +2 to your basic ENDURANCE.

Playing Tip: You may use a 10-sided die instead of the [Random Number Table](#) if you find it more convenient.

[1] If you have completed any previous *Lone Wolf New Order* adventures, remember to choose an additional Grand Master Discipline and add +1 to your basic COMBAT SKILL and +2 to your basic ENDURANCE for each adventure you successfully completed (cf. [Grand Master Disciplines](#)).

Your Kai Name

It has long been the tradition of your élite warrior caste to bestow a new name upon each young novice when they complete their first year's training at the Kai Monastery. Kai names are chosen by senior Kai Masters with the aim of reflecting the individual strengths and qualities of each novice.

You may create your own Kai name for yourself, or you can generate a Kai name at random using the name tables below. To generate a Kai name, pick a number from the [Random Number Table](#) and consult Table A. The name which corresponds to the number you have picked is the first part, or prefix, of your Kai name. Now pick a second number from the [Random Number Table](#) and consult Table B. The name which corresponds to the number you have picked is the second part, or suffix, of your Kai name. Put the prefix and the suffix together and you have your own personal Kai name.

Table A		Table B	
(Kai name prefix)		(Kai name suffix)	
0 =	Swift	0 =	Blade
1 =	Sun	1 =	Fire
2 =	True	2 =	Hawk
3 =	Bold	3 =	Heart
4 =	Moon	4 =	Friend
5 =	Sword	5 =	Star
6 =	Wise	6 =	Dancer
7 =	Storm	7 =	Helm
8 =	Rune	8 =	Strider
9 =	Brave	9 =	Shield

New Order Kai Grand Master Disciplines

Kai and Magnakai Disciplines

During your distinguished rise to the ranks of the New Order of Kai Grand Masters, you have become proficient in all of the basic Kai and Magnakai Disciplines. These Disciplines provide you with a formidable arsenal of natural abilities which will serve you well. A brief summary of your skills is given below:

Weaponmastery

You are proficient with all close combat and missile weapons. You are a master of unarmed combat and suffer no COMBAT SKILL loss when fighting bare-handed.

Animal Control

You are able to communicate with most animals and have limited control over hostile creatures. You can use woodland animals as guides and you are able to block a non-sentient creature's sense of taste and smell.

Curing

You are able to restore ENDURANCE points lost as a direct result of combat. You may restore 1 ENDURANCE point for every numbered section of the book you pass through in which you are not involved in further combat. The maximum number of ENDURANCE points that can be restored in this way is limited to 10 per adventure.

You also possess the ability to heal the wounds of others, and you can neutralize the harmful effects of most poisons, venoms, and toxins.

Invisibility

You can hide effectively in most environments, mask any sounds made during movement, and you can cause minor alterations of your own physical appearance. Also you are able to mask your own body heat and scent.

Huntmastery

You are an expert hunter of food in the wild. You possess great physical agility and a keen sense of vision (day and night). Your senses of hearing and smell are especially acute.

Pathsmanship

You are able to understand most languages, magical symbols, and hieroglyphics. You are expert at reading footprints and tracks. You have an intuitive knowledge of the compass points and can detect the threat of an enemy ambush up to a distance of 500 yards. You possess an ability to cross terrain without leaving tracks. You can converse with sentient creatures and mask yourself from psychic spells of detection.

Psi-surge

You are able to attack enemies using the powers of your mind. You can also set up disruptive vibrations in inanimate objects and cause confusion in the minds of unsophisticated enemies.

Psi-screen

You possess strong mental defences against hypnosis, supernatural illusions, charms, hostile telepathy, and evil spirits. You are able to divert and re-channel some hostile psychic energy to your own ends.

Nexus

You can move small items by projection of your mind power. You can withstand extremes of temperature and are able to extinguish fire by force of your will alone. You have a limited immunity to flames, toxic gases, and corrosive liquids.

Divination

Your famous Kai Sixth Sense can warn you of imminent danger. You can detect invisible or hidden enemies, and you are able to communicate telepathically. You can recognize magic-using and/or magical creatures, detect psychic residues, and you have a limited ability to leave your corporeal body ('spirit-walk') for short periods.

New Order Kai Grand Master Disciplines

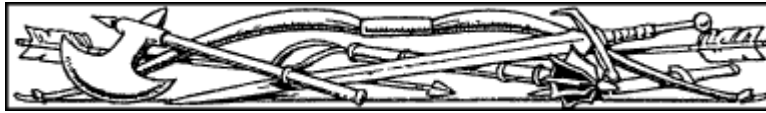
After years of martial training and study at the Kai Monastery, and by the rigorous practice of the teachings of your illustrious mentor — Kai Supreme Master Lone Wolf — you have achieved the noble rank of Kai Grand Master Senior.

Following in the footsteps of Lone Wolf himself, you have vowed that one day you will become totally proficient in all 16 of the New Order Kai Grand Master Disciplines. By doing so successfully you will share with Lone Wolf the responsibility, the honour, and the future glory of leading the New Order Kai as a Supreme Master. Upon reaching the ultimate rank of Kai Supreme Master, Lone Wolf received as a reward from God Kai many new skills and abilities, including the powers of Astrology, Herbmastery, Elementalism, and Bardsmanship. He perfected these with the help of his allies in Lyris, Bautar, and Dessi, and established them as new disciplines to be taught to the betterment of the New Order Kai.

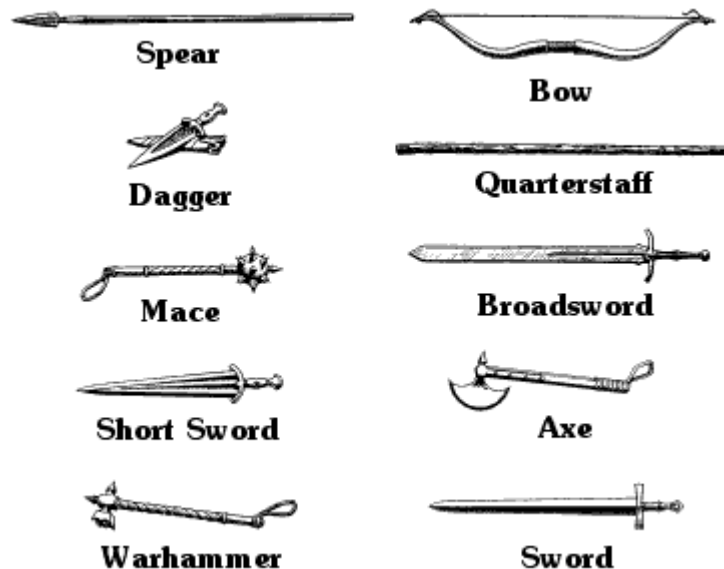
If this is the first *New Order* adventure you have undertaken, then your present rank is that of Kai Grand Master Senior. This means that you have mastered *five* of the New Order Grand Master Disciplines listed below. It is for you to decide which five Disciplines these are. As all of the New Order Grand Master Disciplines may be of use to you at some point during your mission, pick these five skills with care. The correct use of a New Order Grand Master Discipline at the right time could save your life. When you have chosen your five Disciplines,

enter them in the Grand Master Disciplines section of your [Action Chart](#).

Grand Weaponmastery



This Discipline enables a New Order Grand Master to become supremely efficient in the use of all weapons. When you enter combat armed with one of your Grand Master weapons, you may add 5 points to your COMBAT SKILL. The rank of Kai Grand Master Senior, with which you begin the *New Order* series, means that you are skilled in the use of *one* of the weapons listed below.



For every adventure that you complete successfully in the *New Order* series while possessing the Discipline of Grand Weaponmastery, you will gain proficiency with one additional weapon.

If you have the Discipline of Grand Weaponmastery with Bow, you may add 5 points to any number you pick from the [Random Number Table](#), when using the Bow.

Animal Mastery



New Order Grand Masters have considerable control over hostile, non-sentient creatures. Also, they have the ability to converse with birds and fishes, and use them as guides.

Deliverance (*Advanced Curing*)



New Order Grand Masters are able to use their healing power to repair serious battle-wounds. If, while in combat, their ENDURANCE is reduced to 8 points or less, they can draw upon their mastery to restore 20 ENDURANCE points. This emergency ability can only be used once every 20 days.

Assimilance (*Advanced Invisibility*)



New Order Grand Masters are able to effect striking changes to their physical appearance, and maintain these changes over a period of one to three days. They have also mastered advanced camouflage

techniques which make them virtually undetectable in an open landscape.

Grand Huntmastery



New Order Grand Masters are able to see in total darkness and they possess great natural speed and agility. They also have a superb sense of touch and taste. If you have chosen the Discipline of Grand Huntmastery as one of your skills, you will not need to tick off a Meal when instructed to eat.

Grand Pathsmanship



New Order Grand Masters are able to resist entrapment by hostile plants. They also have a super-awareness of ambush, or the threat of ambush, in woods and dense forests.

Kai-surge



When using their psychic ability to attack an enemy, New Order Grand Masters may add 8 points to their COMBAT SKILL. For every round in which Kai-surge is used, they need only deduct 1 ENDURANCE point. Grand Masters have the option of using a weaker form of

psychic attack called Mindblast. When using this lesser attack, they may add 4 points to their COMBAT SKILL without loss of ENDURANCE points (Kai-surge and Mindblast cannot be used simultaneously). New Order Grand Masters cannot use Kai-surge if their ENDURANCE score falls to 6 points or below.

Kai-screen



During psychic combat, New Order Grand Masters are able to construct mind-fortresses capable of protecting themselves and others. The strength and capacity of these fortresses increase as a New Order Grand Master advances in rank.

Grand Nexus



New Order Grand Masters are able to withstand contact with harmful elements, such as flames and acids, for upwards of an hour in duration. This ability increases as a New Order Grand Master advances in rank.

Telegnosis (*Advanced Divination*)



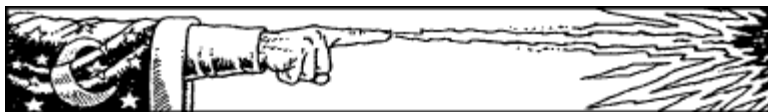
This Discipline enables a New Order Grand Master to spirit-walk for far greater lengths of time, and with far fewer ill effects. Duration of the spirit-walk and the protection afforded to his inanimate body increase as a New Order Grand Master advances in rank.

Magi-magic (*Old Kingdom Magic*)



Under the tutelage of Lone Wolf, you have been able to master the rudimentary skills of Old Kingdom battle-magic. These arcane skills include the use of basic Old Kingdom Spells, such as *Shield*, *Power Word*, and *Invisible Fist*. As you advance in rank, so will your knowledge and mastery of Old Kingdom magic increase.

Kai-alchemy (*Brotherhood Magic*)



Under the tutelage of Lone Wolf and Guildmaster Banedon (the leader of Sommerlund's Guild of Magicians), you have mastered the elementary spells of the Brotherhood of the Crystal Star. These spells include *Lightning Hand*, *Levitation*, and *Mind Charm*. As you advance in rank, so will your knowledge and mastery of Brotherhood magic increase.

Astrology



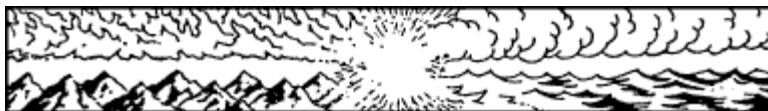
The celestial bodies which occupy the skies above Magnamund have long been known to affect the lives of its inhabitants. Mastery of this Discipline enables a New Order Grand Master to predict and shape the future by studying the relative positions of the Sun, the Moon, and the myriad planets and stars. The number and accuracy of these predictions increase as a New Order Grand Master advances in rank.

Herbmastery



Mastery of this New Order Discipline enables a Grand Master to identify readily any substance derived from living or growing organic material. He is aware of any secret uses to which an organic material may be put, and he is skilled in effecting the release of a substance's medicinal and/or magical properties.

Elementalism



This Discipline enables a New Order Grand Master to manipulate the four basic elements: Earth, Air, Fire, and Water. By drawing upon individual elements that are available, or combinations thereof, he is able to detach, affix, increase, concentrate, intensify, remove, or accelerate this matter to fulfil a specific purpose, e.g. create a wall, hurl a rock, spray sand, remove air, or intensify fire. The versatility of this Discipline increases as a New Order Grand Master advances in rank.

Bardsmanship



Through mastery of this Discipline a Kai Grand Master of the New Order becomes a multi-talented performer, proficient in the use of any musical instrument. He is able to sing or chant, recite or compose tales of legend, mimic speech or dialect, and stimulate a wide range of emotions among sentient creatures. The effect and power of his bardic abilities will steadily increase as he advances through the Grand Master ranks.

If you successfully complete the mission as set in Book 29 of the *Lone Wolf New Order* series, you may add a further Grand Master Discipline of your choice to your [Action Chart](#) in the next. For every Grand Master Discipline you possess, in excess of the original five Disciplines you begin with, you may add 1 point to your basic COMBAT SKILL score and 2 points to your basic ENDURANCE points score. These bonus points, together with your extra Grand Master Discipline(s), your original five Grand Master Disciplines, your Kai Weapon,² and any other Special Items and Backpack Items that you have found and been able to keep during your adventures, may then be carried over and used in the next *New Order* adventure, which is called:

Dead in the Deep

[2] Details about the Kai Weapon appear in the next section of the game rules.

Equipment

When you begin this adventure, you have in your possession a [map of the Khea-Khanate of Chai](#) which also depicts areas of the neighbouring territories of Bhanar and the Great Lissan Plain. Additionally, you possess a pouch of gold. To find out how much gold is in the pouch, pick a number from the [Random Number Table](#) and add 20 to the number you have picked. The total equals the number of Gold Crowns inside the pouch, and you should now enter this number in the 'Gold Crowns' section of your [Action Chart](#).

If you have successfully completed previous *New Order* adventures (Books 21–28), you may add this sum to the number of Crowns you already possess. Fifty is the maximum number of Gold Crowns you can carry in your pouch at any time. You may also select five items from the list below, only two of which may be Weapons.³

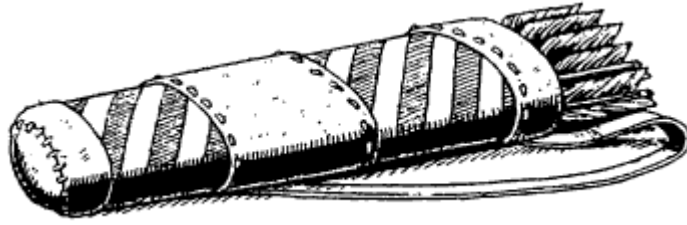
- Broadsword (Weapons)



- Sword (Weapons)



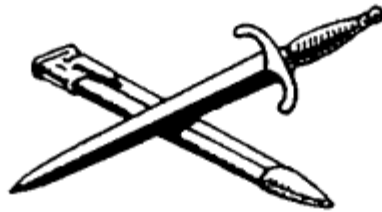
- Quiver (Special Items) This contains six Arrows; record them on your [Action Chart](#).



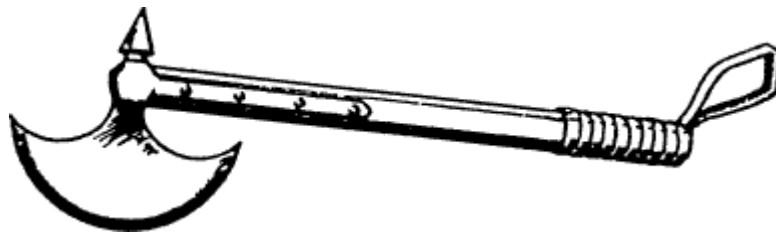
- Flute (Backpack Item)



- Dagger (Weapons)



- Axe (Weapons)



- Bow (Weapons)



- 2 Meals (Meals) Each Meal takes up one space in your Backpack.



- Rope (Backpack Item)



- Potion of Laumspur (Backpack Item) This potion restores 4 ENDURANCE points to your total when swallowed after combat. There is enough for only one dose.



List the five items that you have chosen on your [Action Chart](#), under the appropriate headings, and make a note of any effect that they may have on your ENDURANCE points and/or COMBAT SKILL.

Kai Weapons

Upon reaching the ultimate rank of Kai Supreme Master, Lone Wolf received as a reward from the God Kai many new skills and abilities. One of these skills was Kai Weaponcraft. Using his newfound mastery, Lone Wolf forged ten weapons of magical power in the armoury furnaces of the Kai Monastery. These magical weapons are reserved for the élite of the New Order Kai who attain the rank of Grand Master.

In recognition of your rank and achievement, you may choose your own Kai Weapon from the table below or, if you prefer, you can generate one at random. To generate a Kai Weapon, pick a number from the [Random Number Table](#) and consult the first column. The magical Axe, Sword, or Broadsword which corresponds to the number you have picked will be your own personal Kai Weapon. Record this magical weapon and its unique properties in the Kai Weapon section of the [Special Items List](#).⁴

Example

Say you choose the number 1 from the [Random Number Table](#), your Kai Weapon will be the Axe 'Alema'.

When using this Kai Weapon in normal combat you may add +5 points to your COMBAT SKILL. Each Kai Weapon has a unique property. When you use your Kai Weapon in combat against the type of enemy that matches its unique property, or use it at the optimum time or location, then you may add the higher bonus to your COMBAT SKILL (these bonuses are not cumulative).

Example

If you were to use 'Alema' in combat against an undead enemy, you could add the higher bonus of +7 to your COMBAT SKILL. If you were to fight a living enemy using this weapon then the bonus to your COMBAT SKILL would remain at +5.

Kai Weapon Table					
RN	Weapon Type	Weapon Name	CS	Unique Properties	CS
0	Axe	'Spawnsmite'	+5	versus reptilian enemies	+6
1	Axe	'Alema'	+5	versus undead enemies	+7
2	Axe	'Magnara'	+5	versus rock or stone	+8
3	Sword	'Sunstrike'	+5	when used in daylight	+6
4	Sword	'Kaistar'	+5	when used at night	+7
5	Sword	'Valiance'	+5	when used against magicians or creatures born of magic	+8
6	Sword	'Ulnarias'	+5	when used underwater	+9
7	Broadsword	'Raumas'	+5	versus winged enemies	+6
8	Broadsword	'Illuminatus'	+5	when used underground	+7
9	Broadsword	'Firefall'	+5	versus fire-emitting enemies	+8
RN = Random Number			CS = COMBAT SKILL		

Example

Let's say you choose the number 1 from the [Random Number Table](#), your Kai Weapon will be the axe 'Alema'.

When using this Kai Weapon in normal combat you may add +5 points to your COMBAT SKILL. Each Kai Weapon has a unique property. When you use your Kai Weapon in combat against the type of enemy that matches its unique property, or use it at the optimum time or location, then you may add the higher bonus to your COMBAT SKILL. (These bonuses are not cumulative).

Example

If you were to use 'Alema' in combat against an undead enemy, you would add the higher bonus of +7 to your COMBAT SKILL. If you were to fight a living enemy using this weapon then the bonus to your COMBAT SKILL would remain at +5.

How To Use and Carry Your Equipment

Weapons

The maximum number of Weapons that you can carry is *two*. Weapons aid you in combat. If you have the Grand Master Discipline of Grand Weaponmastery and a correct Weapon, it adds 5 points to your COMBAT SKILL. If you find a Weapon during your adventure, you may pick it up and use it. You may only use one Weapon at a time in combat.

Bows and Arrows

During your adventure there will be opportunities to use a Bow and Arrow. If you equip yourself with this Weapon, and you possess at least one Arrow, you may use it when the text of a particular section allows you to do so. The Bow is a useful Weapon, for it enables you to hit an enemy at a distance. However, a Bow cannot be used in hand-to-hand combat; therefore it is advisable that you also equip yourself with a close combat Weapon, such as a Sword or an Axe.

In order to use a Bow you must possess a Quiver and at least one Arrow. Each time the Bow is used, erase an Arrow from your [Action Chart](#). A Bow cannot, of course, be used if you exhaust your supply of Arrows, but the opportunity may arise during your adventure for you to replenish your stock of Arrows.

Backpack Items

These must be stored in your Backpack. Because space is limited, you may keep a maximum of ten articles, including Meals, in your Backpack at any one time. You may only carry one Backpack at a time. During your travels you will discover various useful items which you may decide to keep. You may exchange or discard them at any point when you are not involved in combat.

Any item that may be of use, and which can be picked up on your adventure and entered on your [Action Chart](#), is given either initial capitals (e.g. Silver Mirror, Gold Key), or is clearly identified as a Backpack Item. Unless you are told that it is a Special Item, carry it in your Backpack.

Special Items

Special Items are not carried in the Backpack. When you discover a Special Item, you will be told how or where to carry it. The maximum number of Special Items that can be carried on any adventure is 12.

Kai Weapon

Your Kai Weapon is a Special Item and it can be carried and used in addition to two normal Weapons. If you possess the Discipline of Grand Weaponmastery for a weapon type which is the same as your unique Kai Weapon, you may add the Grand Weaponmastery bonus of +5 to your COMBAT SKILL. This is in addition to the bonus gained when you use your Kai Weapon in combat.

Food

Food is carried in your Backpack. Each Meal counts as one item. You will need to eat regularly during your adventure. If you do not have any food when you are instructed to eat a Meal, you will lose 3 ENDURANCE points. However, if you have chosen Grand Huntmastery as one of your five Disciplines, then you will not need to tick off a Meal when instructed to eat.

Potion of Laumspur

This is a healing potion that can restore 4 ENDURANCE points to your total when swallowed after combat. It cannot be used to increase ENDURANCE points immediately prior to a combat. There is enough for one dose only. If you discover any other potion during the adventure, you will be informed of its effect. All potions are Backpack Items.

Gold Crowns

The currency of Chai is the Ren, though Gold Crowns are readily accepted. These coins are always carried in the Belt Pouch. It will hold a maximum of fifty Crowns (or 500 Ren).

How Much Can You Carry?

Weapons

The maximum number of weapons that you may carry is *two*.

Backpack Items

These must be stored in your Backpack. Because space is limited, you may keep a maximum of ten items, including Meals, in your Backpack at any time.

Special Items

Special Items are not carried in your Backpack (unless you are specifically instructed to do so). When you discover a Special Item, you will be told how to carry it.

The maximum number of Special Items that can be carried on any adventure is twelve.

Gold Crowns (and Ren)

These are always carried in your Belt Pouch. It holds a maximum of 50 Gold Crowns. Coins of a different currency are generally smaller and lighter than Gold Crowns. They occupy less space in

your Belt Pouch and therefore you can carry more of them. The national currency of Chai is the Ren. In some of the larger towns and cities of Chai, Gold Crowns are readily accepted alongside the local currency. However, this is less likely to be the case in rural areas of the country. Before you begin your adventure, you may exchange some of your Gold Crowns for Ren at the rate of 1 Gold Crown = 10 Ren. Use the following currency table to calculate the mixed currency capacity of your belt pouch:

- 1 Gold Crown = 4 Silver Lune
- 1 Gold Crown = 10 Kika
- 1 Gold Crown = 1 Noble
- 1 Gold Crown = 10 Ren
- 1 Gold Crown = 4 Sheasu Torq
- 1 Gold Crown = 2 Orla
- 1 Gold Crown = 1 Ain

Food

Food is carried in your Backpack. Each Meal counts as one Backpack Item.

Any item that may be of use and can be kept during your adventure and recorded on your [Action Chart](#) is given initial capital letters (e.g. Gold Dagger, Magic Pendant) in the text. Unless you are told it is a Special Item, carry it in your Backpack.

[3] During the adventure, the story will assume that you possess a Bow when you may not. If it is important to you to avoid this story continuity problem, you should ensure that you obtain a Bow.

[4] If you have completed any of the previous *Lone Wolf New Order* adventures (Books 21+), you already possess a Kai Weapon.

Rules for Combat

There will be occasions during your adventure when you will have to fight an enemy. The enemy's COMBAT SKILL and ENDURANCE points are given in the text. Your aim in the combat is to kill the enemy by reducing his ENDURANCE points to zero while losing as few ENDURANCE points as possible yourself.

At the start of a combat, enter your own and the enemy's ENDURANCE points in the appropriate boxes on the Combat Record section of your [Action Chart](#).

The sequence for combat is as follows:

1. Add any extra points gained through your Grand Master Disciplines and Special Items to your current COMBAT SKILL total.
2. Subtract the COMBAT SKILL of your enemy from this total. The result is your Combat Ratio. Enter it on the [Action Chart](#).

Example

You, Grand Master (COMBAT SKILL 32), are attacked in a forest by a pack of Wild Dogs (COMBAT SKILL 31). You are taken by surprise and are not given the opportunity of evading their attack. You possess the Grand Master Discipline of Kai-surge to which the Wild Dogs are not immune, so you add 8 points to your COMBAT SKILL. You also possess the Kai Weapon 'Ulnarias', so you add an additional 5 points to your COMBAT SKILL. This gives you a total COMBAT SKILL of 45.

You now subtract the Wild Dogs' COMBAT SKILL from your own, giving a Combat Ratio of +14 ($45 - 31 = +14$). +14 is noted on your [Action Chart](#) as the Combat Ratio.

3. When you have your Combat Ratio, pick a number from the [Random Number Table](#).
4. Turn to the [Combat Results Table](#). Along the top of the chart are shown the Combat Ratio numbers. Find the number that is the same as your Combat Ratio and cross-reference it with the random number that you have picked (the random numbers appear on the side of the chart). You now have the number of ENDURANCE points lost by both yourself and your enemy in this round of combat. (E represents points lost by the enemy; GM represents points lost by yourself — Grand Master.)

Example

The Combat Ratio between you and the Wild Dogs has been established as +14. If the number picked from the [Random Number Table](#) is 1, then the result of the first round of combat is:

- You (GM) lose 3 ENDURANCE points (plus an additional 1 point for using Kai-surge. This loss is in addition to the loss suffered as a result of combat).
- Wild Dogs lose 9 ENDURANCE points.

5. On the [Action Chart](#), mark the changes in ENDURANCE points to the participants in the combat.
6. Unless otherwise instructed, or unless you have an option to evade, the next round of combat now starts.
7. Repeat the sequence from [Stage 3](#).

This process of combat continues until the ENDURANCE points of either your enemy or yourself are reduced to zero or below, at which point that combatant is declared dead. If you are declared dead, the

adventure is over. If the enemy is dead, you can proceed but with your ENDURANCE points possibly reduced.

A [summary of Combat Rules](#) appears in the back of this book.

Evasion of Combat

During your adventure you may be given the chance to evade combat. If you have already engaged in a round of combat and decide to evade, calculate the combat for that round in the usual manner. All points lost by the enemy as a result of that round are ignored, and you make your escape. Only **you** may lose ENDURANCE points during that round (such is the risk of turning tail and running away during combat!). You may only evade if the text of the particular section allows you to do so.

Levels of New Order Kai Grand Mastership

The following table is a guide to the ranks and titles you can achieve at each stage of your journey along the road of Kai Grand Mastership. As you successfully complete each adventure in the *New Order* series, you will gain an additional Grand Master Discipline and progress towards the pinnacle of Kai perfection — to become a Kai Supreme Master.

5. Kai Grand Master Senior — *You begin the New Order adventures at this level of Kai Grand Mastery*
6. Kai Grand Master Superior
7. Kai Grand Sentinel
8. Kai Grand Defender
9. Kai Grand Guardian
10. Sun Knight
11. Sun Lord
12. Sun Thane
13. Grand Thane
14. Grand Crown
15. Sun Prince
16. Kai Supreme Master

Improved Grand Master Disciplines

Supreme Master Lone Wolf's enhanced and accelerated training ensures each New Order Grand Master, like you, learns five basic New Order Grand Master Disciplines to achieve the rank and status of a Grand Master Senior. Beyond this rank, as you rise through the higher levels of Kai Grand Mastery, you will discover that your Disciplines will steadily improve.

Kai Grand Master Superior

If you are a New Order Kai who has attained the rank of Kai Grand Master Superior, you will now benefit from improvements to the following Grand Master Disciplines:

Animal Mastery

Kai Grand Master Superiors who possess this Discipline are able to deter predatory animals in the wild by exuding a scent which is repellent to them. In order for this improved Discipline to work effectively, a Kai Grand Master Superior must be aware of the species of predatory animal he/she wishes to deter. The scent can only be detected by the targeted animal.

Assimilance

Kai Grand Master Superiors who possess this skill are able to create a noise and project it up to 15 yards away from their location. The noise is akin to the rumbling sound of thunder and it can be used to distract or divert an enemy's attention. This improved Discipline requires a degree of preparation and therefore it cannot be used during combat.

Astrology

Kai Grand Master Superiors who possess this Discipline are skilled in the use of all mechanical devices designed to measure

and/or observe the cosmology of Magnamund. Such devices include sextants, astrolabes, and orreries.

Herbmastery

Kai Grand Master Superiors who have this Discipline are able to purify water, thereby making contaminated or briny water suitable for consumption. Roughly two pints of water per day can be purified using this skill alone. This daily total steadily increases as a Grand Master advances in rank.

Elementalism

Kai Grand Master Superiors who possess this skill are able to condense pure water out of the surrounding air. This water can be made to fall as a fine spray or as a sudden deluge. It can also be made to fill any suitable container or receptacle. Using this skill, Grand Master Superiors can create the equivalent of one large bucketful of fresh water.

Bardsmanship

Kai Grand Master Superiors who possess this Discipline are able to utilize their musical skills to pacify an excited or hostile animal.

Kai Grand Sentinel

If you are a New Order Kai who has attained the rank of Kai Grand Sentinel, you will now benefit from improvements to the following Grand Master Disciplines:

Grand Weaponmastery

Kai Grand Sentinels who possess this Discipline are, when physically parted from their Kai Weapon, able to detect its location. This power of detection will pass through solid objects, with the notable exception of lead. Accuracy and range of

detection steadily increase as a Grand Master rises in rank.

Grand Pathsmanship

Kai Grand Sentinels who possess this skill are able to predict the weather accurately for the forthcoming 3 hours. The range of this ability is an area 10 square miles around the Kai Grand Sentinel. Duration and range steadily increase as a Kai Grand Master rises in rank.

Astrology

Kai Grand Sentinels who possess this Discipline are able to detect psychic residues left on an object by its owner. The more valuable the object is to its owner, the stronger will be the lingering psychic attachment. The majority of everyday or shared objects do not retain such residues.

Herbmastery

Through their knowledge and use of common plants, Kai Grand Sentinels who have this Discipline are able to make contaminated or rotten food fit for human consumption.

Elementalism

Kai Grand Sentinels who possess this skill are able to charge particles of air electrically around any man-sized or smaller object. The particles will automatically discharge and cause damage should the affected object be touched or opened. Kai Grand Sentinels are able to handle a charged object without discharging it.

Bardsmanship

Kai Grand Sentinels who possess this Discipline are able to use their singing or playing to counter a hostile sonic attack. The effective use and range of this sonic defence steadily increase as a Grand Master rises in rank.

Kai Grand Defender

If you are a New Order Kai who has attained the rank of Kai Grand Defender, you will now benefit from improvements to the following Grand Master Disciplines:

Deliverance

Kai Grand Defenders who possess this Discipline have the ability to repair the effects of natural decay in materials such as wood, stone, cloth, metal, etc. By touching the decaying object, a Kai Grand Defender is able to reverse damage caused by rot, rust, or mould.

Telegnosis

By use of this Discipline, a Kai Grand Defender is able to locate a known or familiar material object. Initially the range of this ability is limited to a 15-foot radius, however this distance steadily increases as a Kai Grand Master advances in rank.

Astrology

Kai Grand Defenders who possess this Discipline are skilled in the use of all common astrological devices used to predict future events. Such devices include cards, dice, and crystal spheres.

Herbmastery

Kai Grand Defenders who possess this Discipline are able to neutralize any poisonous toxins that may be present in organic materials such as plants, berries, and fruits. Through the use of this skill, the transformation of toxins can sometimes result in an increase in ENDURANCE and/or COMBAT SKILL when the previously poisonous matter is swallowed.

Elementalism

By using this Discipline, Kai Grand Defenders are able to summon up a dense, misty vapour to obscure themselves from both normal vision and infravision (night sight). This mist will

occur within 5 feet of the Kai Grand Defender and will last for three to five minutes. Range and duration increase as a Grand Master rises in rank.

Bardsmanship

Kai Grand Defenders who possess this Discipline are able to use their musical skills to pacify (and/or implant a suggestion into the mind of) an intelligent creature within audible range. This improved Discipline is similar in effect to the Brotherhood Spell *Mind Charm* (Kai-alchemy).

Kai Grand Guardian

If you are a New Order Kai who has attained the rank of Kai Grand Guardian, you will now benefit from improvements to the following Grand Master Disciplines:

Assimilance

Kai Grand Guardians who possess this skill are able to summon a cloud of fog-like vapour within 15 yards of their location. This fog will obscure both normal vision and infravision. The duration of the fog increases as a Grand Master rises in rank.

Herbmastery

Kai Grand Guardians who possess this Discipline are able to use their advanced knowledge of Herbmastery to produce explosive compounds from simple organic materials.

Elementalism

Through the use of this Discipline, Kai Grand Guardians are able to protect themselves from the effects of storm-force winds by creating a sphere of calm air around their bodies. Initially this protective bubble lasts for one minute, but duration steadily

increases as a Grand Master ascends in Kai rank.

Grand Huntmastery

Kai Grand Guardians with this skill enjoy increased mobility when travelling across all types of terrain, whether on foot or on horseback. This improved ability can be very useful when used to outdistance a pursuing enemy.

Kai-surge

Kai Grand Guardians who possess mastery of this Discipline are able to attack up to three enemies in psychic combat simultaneously.

Kai-screen

Kai Grand Guardians who possess this Discipline are able to exercise a defensive psychic skill known as *Mindblend*. This cloaking ability enables a Kai Grand Guardian to protect their mind and also prevent it from being detected by a hostile psychic probe.

Magi-magic

Grand Masters who have reached the rank of Kai Grand Guardian are able to use the following battle-spells of the Elder Magi:

- *Splinter* — This causes breakable items such as bottles, jugs, mirrors, windows, etc., to shatter to pieces. The range of this spell increases as a Grand Master rises in rank.
- *Flameshaft* — This causes the tip of any Arrow, or Arrow-like missile, to burn fiercely with a magical flame which cannot readily be extinguished by normal means.

Sun Knight

If you are a New Order Kai who has attained the rank of Sun Knight, you will now benefit from improvements to the following Grand Master Disciplines:

Grand Weaponmastery

Sun Knights with this Discipline are able to wield two-handed weapons (i.e. Broadsword, Quarterstaff, and Spear) with full effect using only one hand.

Grand Pathsmanship

Kai Sun Knights with this skill are able to repel at will all normal-sized insects within a radius of three yards. The range and number of insects so affected increase considerably as a Grand Master rises in rank.

Deliverance

Sun Knights who possess this skill are able to repair serious wounds sustained by creatures other than themselves. By the laying of hands upon the affected creature's body, a Sun Knight can cause an open wound (or other serious injury) to mend itself. The speed at which this healing process takes place increases as a Grand Master rises in rank.

Telegnosis

Sun Knights who possess this Discipline are able to communicate telepathically over great distances. Initially the range of this ability is approximately 100 miles, but this distance increases as a Grand Master rises in rank.

Grand Nexus

Sun Knights who possess Mastery of this Discipline are able to feign death. By placing themselves into a state of suspended animation, outwardly they are able to achieve all semblance of being truly dead. However, whilst in this state, the only sense that a Sun Knight retains is the ability to hear.

Astrology

Sun Knights who have this Discipline are skilled in the art of chiromancy — the ability to tell fortunes from the skin creases and patterns found on the palms of hands.

Bardsmanship

Sun Knights who possess mastery of this Discipline are able to use their musical skills to launch sonic attacks against any individual within audible range. The effect of a sonic attack is dependent upon the target creature's sensitivity to sound (i.e. a deaf creature would be unaffected by such an attack).

Kai-alchemy

Grand Masters who have reached the rank of Sun Knight are able to use the following Brotherhood Spells:

- *Halt Missile* — This causes any projected or hurled missile (e.g. arrows, axes, crossbow bolts) which may pose an immediate threat to the life of a Sun Knight, to cease its flight and remain stationary in mid-air. The effect of the spell lasts for 2–3 seconds, allowing the Sun Knight time in which to move away from the missile's line of flight. Initially only one missile can be affected by this spell, but the number increases as a Grand Master rises in rank.
- *Strength* — By casting this spell, a Sun Knight is able to greatly increase his or her physical strength for a short duration. It can be used to lift or move heavy objects, or to effect a temporary increase in COMBAT SKILL and ENDURANCE scores whilst fighting an enemy.

Sun Lord

If you are a New Order Kai who has attained the rank of Sun Lord, you will now benefit from improvements to the following Grand Master Disciplines:

Grand Weaponmastery

Sun Lords with this Discipline are able to cause the metal edge of any non-magical weapon to ignite and burn fiercely. When a Weapon thus affected is used in combat, it inflicts an additional 1 ENDURANCE point loss upon an enemy in every successful round of combat. This ability cannot be used with a wholly wooden Weapon such as a Quarterstaff.

Herbmastery

Sun Lords who possess this Discipline are able to cause living plants, e.g. grasses, bushes, flowers, weeds, rushes, to entwine themselves around the limbs of hostile creatures, thereby hampering their free movement. Sun Lords are able to target only one creature in this way. An additional creature can be affected for every level a Grand Master rises above the rank of Sun Lord.

Assimilance

Sun Lords who possess this skill are able to cause the outline of their bodies to become blurred and indistinct. By so doing, they can greatly increase their chances of avoiding magical and/or non-magical missiles directed at them.

Grand Huntmastery

Kai Sun Lords with this skill are able to see, with acute accuracy, light in the infrared spectrum, i.e. they can see the complex patterns generated by heat in near or total darkness. They can also see light in the ultraviolet spectrum.

Kai-surge

Sun Lords who possess mastery of this Discipline are able to launch a Kai-blast — a pulse of intense psychic energy which is

capable of affecting both psychically active and inactive enemies. This form of psychic attack is very effective, more so than a usual Kai-surge, Psi-surge, or Mindblast. It can cause an enemy to lose between 2 and 18 ENDURANCE points in one attack. A Kai Sun Lord using Kai-blast determines the damage inflicted on an enemy by picking two numbers from the [Random Number Table](#). These numbers should be added together (a '0' = 1) and the resultant total equals the damage inflicted. However, use of a Kai-blast will reduce a Sun Lord's ENDURANCE points total by 4. It cannot be used in conjunction with any other form of psychic attack.

Telegnosis

Sun Lords who possess this Discipline are able to alter their body weight in order to walk successfully upon different kinds of surface, e.g. water, mud, lava, and quicksand. Time duration — and degree of surface difficulty — increases as a Grand Master rises in rank.

Magi-magic

Grand Masters who have reached the rank of Sun Lord are able to use the following battle-spells of the Elder Magi:

- *Penetrate* — This increases the penetrative energy of any Arrow, or Arrow-like missile, launched by a Sun Lord.
- *Energy Grasp* — This spell enables a Sun Lord to discharge a powerful electrical force into anything he or she touches. It is similar in effect to the Brotherhood Spell *Lightning Hand*. It differs in that it is easier to control and channel the resulting energy. It also requires the actual touching of an object or enemy to effect the spell.

Bardsmanship

Kai Sun Lords with this skill are able to direct their musical abilities to disrupt the structure of inanimate breakable objects, e.g. glass, ceramics, urns, flasks, causing them to explode

violently. Any person or creature in close proximity to the destroyed object risks injury from flying fragments.

Sun Thane

If you are a New Order Kai who has attained the rank of Sun Thane, you will now benefit from improvements to the following Grand Master Disciplines:

Astrology

Sun Thanes who possess this Discipline are expert in the art of hypnotism. By the use of a hypnotic stare, they are able to cause susceptible creatures (up to three individuals at any one time) willingly to carry out their orders. The number of creatures so affected — and the duration of the effect — increases steadily as a Sun Thane advances in Kai rank.

Animal Mastery

Sun Thanes with this Discipline are able to command an animal to fall asleep at will. Some hostile animals may be able to resist this command; however most will be affected by it in some way. The duration of effect and the number of animals which can be affected at one time will increase as a Grand Master rises in rank.

Grand Huntmastery

Kai Sun Thanes with this skill are able to protect themselves from the effects of being struck by natural electrical discharges, i.e. lightning.

Deliverance

Sun Thanes who possess this skill are able to conduct a Kai Exorcism. This ritual will banish any evil supernatural force that has taken possession of any goodly creature or object.

Elementalism

Sun Thanes who possess this Discipline are able to accelerate greatly the oxidation (rusting) of ferrous metals simply by touch alone. The longer the metallic item is touched by a Sun Thane, the more damaging will be the effect.

Grand Pathsmanship

Sun Thanes who possess mastery of this Discipline are able to alter the temperature of water by touch. By using this skill they are able to transform water into ice and vice versa. The volume of water affected and the duration of effect both increase as a Grand Master rises in rank.

Kai-screen

Sun Thanes who possess this Discipline are able to erect a special psychic defence called *Mindfort*. A *Mindfort* defence greatly reduces the effects of any psychic shock that would normally paralyse or weaken a lesser mortal.

Kai-alchemy

Grand Masters who have reached the rank of Sun Thane are able to use the following Brotherhood Spells:

- *Slow Fall* — By casting this spell, Kai Sun Thanes are able to slow their rate of free-falling to three feet per second, thereby avoiding damage upon landing while the spell is in effect. The duration of the spell is limited at first, but it steadily increases as a Grand Master rises in rank.
- *Breathe Water* — Using this spell, a Kai Sun Thane is able to breathe underwater for ten minutes. The duration of effect increases as a Grand Master rises in rank.

Grand Thane

If you are a New Order Kai who has attained the rank of Grand Thane, you will now benefit from improvements to the following Grand Master Disciplines:

Grand Weaponmastery

Grand Thanes are able to draw a weapon very swiftly, or switch between a hand weapon and a bow in the blink of an eye.

Animal Mastery

A Grand Thane can command an animal to halt and remain motionless. Few animals can resist this command. The effects of a Grand Thane's command last approximately one minute and affect one animal.

Assimilance

Upon reaching the rank of Grand Thane, a Kai Grand Master who possesses Assimilance can cause himself, and/or a group of willing creatures in the nearby proximity, to take on the appearance of inanimate objects. Anyone affected in such a way must remain stationary for the illusion to work. Unwilling creatures are not affected by the use of this skill. A Grand Thane, or any group affected, can take on the convincing appearance of trees, rocks, bushes, boulders, etc. The effect will be negated immediately if the Grand Thane, or any of the affected creatures, should move or be attacked. The effect lasts for approximately 10 minutes and has a range radius of 30 feet.

Kai-surge

Grand Thanes can use Kai-surge to attack up to 10 enemies in psychic combat simultaneously.

Kai-screen

Grand Thanes are able to absorb and transform hostile psychic energy into a positive physical effect. Using this powerful ability, a Grand Thane can restore lost ENDURANCE points while being subjected to psychic attack. The number and rate of ENDURANCE

points regained in this way varies greatly, and is dependent upon the nature of the attack and the physical condition of the Grand Thane when the attack occurs.

Grand Nexus

By uttering the Kai Word of Power ('Kai!'), a Grand Thane can repel and cause damage to creatures who devoutly follow any of the lesser gods and champions of Naar — the King of the Darkness. The Kai Word of Power has no effect when used against non-sentient creatures or persons who have neither sworn fealty to Naar, nor acknowledged Naar as their master.

Telegnosis

Grand Thanes are able to excavate earth by force of their will alone. The amount of earth, the depth of the excavation, and the speed at which the excavation occurs all increase as a Grand Thane advances in rank.

Magi-Magic

A Grand Thane is able to use the following Old Kingdom spells:

1. *Speed* — By casting this spell upon themselves, or on another creature within 10 feet, a Grand Thane can triple the speed of all normal physical movement. It lasts for approximately 5 minutes. The duration of the spell increases as a Grand Thane advances in rank.
2. *Power Strike* — Can be cast immediately before combat. It adds +1 COMBAT SKILL to the Grand Thane, and +1 to every ENDURANCE point lost by the enemy due to wounds caused by the Grand Thane. The spell ends immediately when combat is concluded. It costs a Grand Thane -3 ENDURANCE points to use this spell.

Kai-alchemy

Grand Masters who have reached the rank of Grand Thane are able to use the following Brotherhood spells:

1. *Illumination* — Creates a sphere of brilliant white light that will hover in mid-air within 10 feet of the Grand Thane. It can be directed at will and lasts for up to 1 hour. It can only be cast once per day.
2. *Bridge* — Creates a solid bridge over an obstacle, or from ground level to a higher or lower location. The bridge appears as an opaque, milky-white stone. The range of this spell is approximately 20 feet, and its duration is precisely 1 minute. The range and the duration of effect increase as a Grand Thane advances in Kai rank.

The nature of additional improvements and how they affect your existing Grand Master Disciplines will be noted in the Improved Grand Master Disciplines section of future *Lone Wolf New Order* books.

New Order Wisdom

Grand Master, you are about to embark upon a difficult and vital mission. Seventeen years have passed since you banished Autarch Sejanos and saved Khea-khan Xo-lin from a certain death at the hands of the Bhanarians. The land of Chai is now ruled by Xo-lin's grandson, Lao Tin. You are fated to return to this distant land and retrieve the Eye of Agarash from the Khea-khan's throne in the Imperial Palace of Pensei. You once saved his grandfather's life; now the young Khea-khan is indebted to you, and he will willingly allow you to take possession of this accursed stone. As soon as it is in your possession, you must return with it at once to the Kai Monastery of Lorn.

During your mission you may encounter many hostile and wily adversaries. Your journey back from Pensei will be fraught with danger at every turn, so remain on your guard at all times.

Some of the material items that you find will be of use to you, but others may be red herrings of no real value at all. If you discover items during your mission, be selective in what you choose to keep. Pick your initial five Grand Master Disciplines with care for a wise choice will enable anyone to complete the quest, no matter how weak their initial COMBAT SKILL and ENDURANCE scores may be. Completion of previous Lone Wolf adventures (Books 1–28) may be advantageous, but it is not essential for the successful completion of this *New Order* adventure.

May the Gods Kai and Ishir guide and protect you during your vital mission.

For Sommerlund and the Kai!

1

You rise an hour before dawn. You have chosen to wear the simple clothing of a Chai countryman — a padded jacket of cinnamon-coloured cotton, apple green breeches, tan leather boots, and a hooded grey woollen cloak. You don your equipment and make a final check before you leave your chambers and hurry to the parade ground.

In the early predawn light, the area is alive with activity. The hum of the skyship engines makes the gravel surface of the parade ground vibrate beneath your feet as you approach the magnificent vessels. Lord Rimoah beckons you over to the boarding stairs of the *Comet*. He and Grand Master Blazer are awaiting you on main deck, and they both salute when you step aboard. They invite you to join them at the rail and watch the preparations that are underway on the deck of *Skyfort*, moored alongside. You watch Lone Wolf leading Black Hawk, Star Lynx, Steel Hand, and Swift Sword in single file up the boarding steps. When they are all on deck, they turn to wave you farewell. You and Blazer return their waves and bid them good luck and good hunting.

Comet is the first to leave the parade ground. The powerful hum of its engine rises steadily in pitch as the skyship makes its ascent. As it gains altitude, so you are afforded a spectacular view of the morning sunrise. It bathes the Kai Monastery with a vividly golden light. Once the skyship is safely clear of the monastery's towers, Lord Rimoah sets a north-westerly course before handing over the helm to Bo'sun Durin. With a smile, Lord Rimoah invites you and Blazer to join him in the skyship's comfortable cabin where breakfast awaits.

You enjoy a hearty meal together and discuss the details of your missions. The first part of your aerial voyage will take you to the small Chai coastal town of H'lau. This is where you will disembark and begin your overland journey incognito to the Chai capital, Pensei.

Enemy agents are known to be operating in Pensei and so it has been decided not to land you at the capital directly, for to do so would alert Zashnor to your presence and reveal your intentions. After dropping you off in H'lau, located on the Chai Sea, Lord Rimoah and Blazer will proceed to the Kraknalorg chasm where his mission awaits. You will each be picked up by *Comet* after you have completed your quests. Lord Rimoah gives each of you a large amber gem, the size of an orange. These are tracker-gems, kindly provided by Sage Chastan. He also gives you each a small leather satchel in which to keep it. (Record this Tracker-Gem as a Special Item on your [Action Chart](#). You keep it in its leather satchel which you wear slung over your right shoulder and around your body, so that the satchel rests on your left hip.) Rimoah tells you that the stones are beacons. They emit a power that he can detect at a great distance. By way of these beacons, he will be able to steer the *Comet* to your precise locations and retrieve you. Then he adds a few cautionary words:

‘Be sure you do not part company with your tracker-gem. Look after it and it will look after you.’

Rimoah tells you that the first part of the voyage, to your drop-off point at H'lau, will take six hours. You are expecting to arrive there at noon. A guide will be waiting for you at a clearing located a mile to the east of the coastal town. His name is Anseng. Lord Rimoah says that you could not wish for a better guide.

‘He was once an Imperial Chai Guard Captain, and now, in early retirement, he is one of a network of brave agents who provide us with reliable information about our enemies, most especially their troop strengths and dispositions. He will take you directly to Pensei for an audience with Khea-khan Lao Tin. You are to collect the Eye of Agarash and leave the city. Head south towards the coastal city of Dwala. I will return to Chai at dusk of the sixth day hence. So long as you still possess your tracker-gem, I will find you and bring you back to the monastery, safe and sure.’

You are reassured by Rimoah's plan, yet you know that so much depends upon you retrieving the Eye of Agarash before Zashnor and his ravenous army reaches Pensei.

Three hours after leaving the Isle of Lorn, the *Comet* runs into heavy weather over the Mythenian Sea. Bo'sun Durin commands the crew to secure the decks for a rough passage. Once their duties are completed, they hurry below deck to the safety of their quarters. The bo'sun is expecting to be clear of the storm and back on course within the hour, yet the weather does not improve; it steadily worsens. The *Comet* is swallowed up in a seemingly endless expanse of roiling black thunder clouds. Tremendous winds buffet the hull and the skyship is shaken vigorously from bow to stern. Lord Rimoah draws upon his great powers to create a magical sphere of calmness that encapsulates the *Comet*. It keeps you safe from the lightning and the tremendous winds, but it cannot increase the speed of your passage and you are blown wildly off course.

It is close to midnight, twelve hours past your expected time of arrival, when finally the tiny lights of the coastal town of H'lau are first sighted in the sheeting rain. As *Comet* passes over the town, you see that it has been badly damaged by the storm. Many of the dwellings have lost their roofs and its colourful fleet of fishing boats lies smashed and scattered along the shoreline. On the outskirts of the battered town, Lord Rimoah orders Bo'sun Durin to slow the skyship to a halt. Below its keel, you look down upon a clearing in the toa and Chai pine trees which is bisected by a muddy road. This area is illuminated sporadically by flashes of lightning. A solitary male figure stands in the middle of this grassy, storm-swept clearing. He is clad in a wide-brimmed peasant's hat, a hooded rain cape, and he is holding aloft a Chai lantern which gives off a pale yellowy light.

'There is Anseeng,' says Lord Rimoah, shouting to be heard above the noise of the fierce storm. 'Reliable as always!'

A rope ladder is dropped over the side and you watch with trepidation as Anseng struggles to grab the end and hold it secure. When he has a firm grip on the foot of the rope ladder, Lord Rimoah motions you to begin your descent. As you clamber over the rail, he places his hand on your shoulder and says:

‘Good hunting, my lord. May Kai and Ishir be with you, always.’

You acknowledge Rimoah's gracious words with a nod of your head and commence your difficult climb down to the clearing, one hundred feet below.

You are barely twenty feet from the ground when the *Comet* is hit simultaneously by two powerful bolts of lightning. The sphere of calmness that encapsulates the skyship is ripped open by the tremendous force of these dual lightning strikes, and the vessel is suddenly exposed to the full ferocity of the storm. As Lord Rimoah and Bo'sun Durin attempt desperately to regain control of the skyship, you fight to hang on to the rope ladder as it bucks and twists wildly.

If you possess the Grand Master Discipline of Elementalism, and if you have also attained the rank of Kai Grand Guardian (or higher), [turn to 166](#).

If you do not possess this skill, or if you have not yet attained this rank, [turn instead to 272](#).

2

Suddenly you realise that you are not being subjected to an audio attack. The noise that fills your head is the effect of a powerful psychic assault on your senses. You call upon your Grand Master Discipline to suppress the unbearable noise and your swift response saves you from sustaining any permanent injury to your mind: lose 1 ENDURANCE.

Howling with frustration, the ghoulish figure leaps towards you brandishing his black staff and, in the blink of an eye, the staff transforms into a hissing serpent. It is disturbingly similar to the snake that emerged from the mouth of undead Anseng. You reach for your weapon and pull back as the serpent's venomous fangs strike out for your throat.

Xaol the Necromancer (*reconstructed undead, with Serpent Rod*):
COMBAT SKILL 50 ENDURANCE 50

Xaol is a powerful undead adversary. If your chosen weapon provides you with a bonus when used in a fight against an undead foe, be sure to calculate and add the bonus to your COMBAT SKILL before this battle begins. If you possess the Kai Weapon 'Spawnsmite' or 'Valiance' you may add the bonus that you gain from its unique properties during this combat.

If you win the combat, [turn to 160](#).

3

You turn your mount about and shout to your companions to follow as you spur your horse to the gallop. Your mind is reeling as you race back along the puddled and pot-holed highway with Quang and the Watchers close behind. What are doomwolves doing here in Chai? These loathsome creatures rarely venture far from the Darklands of Northern Magnamund, the Nadulritzaga Mountains of Ghatan, and the Ogshezar Mountains of Northern Skaror. It is unheard of them ever being seen in Southern Magnamund. You come to the rapid and chilling conclusion that Zashnor must be responsible. Only the sorcery of the evil Nadziran could spawn these creatures so far from their native lands.

Your horse stumbles over a pothole and loses speed. Your companions flash past on both sides, leaving you trailing in the rear. Anxiously, you glance over your shoulder and are shocked to see how rapidly the doomwolves are gaining ground. The leading doomwolf draws alongside the left flank of your horse with its fearsome jaws agape. Your frightened mount veers to the right of the road and you struggle to keep him galloping in a straight line. Then two more of the loathsome doomwolves come racing up behind you on your right flank, growling and howling with murderous intent.

If you possess the Grand Master Discipline of Magi-magic, and have reached the rank of Grand Thane, [turn to 252](#).

If you do not possess this Discipline, or have yet to attain this rank, [turn to 48](#).

4

You enter the inn to find several patrons enjoying the libations and entertainments of this friendly establishment. The air is sweet with burning incense and the tap room is brightly lit and decorated with colourful flags and silk banners. Behind the lacquered counter there is a large portrait of Xo-lin, the late Khea-khan of Chai. The ornate frame is draped with two flags: the national flag of Chai and the town flag of Vabou. You follow Anseng to one end of the counter where the portly proprietor, Lun-chow, is polishing glasses with a piece of suede leather. He smiles broadly upon recognising your guide.

‘Later than I expected,’ he says, amiably, ‘but better late than never. Delayed by the weather no doubt.’

Anseng nods but says nothing about the deadly encounters you experienced during your difficult journey to Vabou. Lun-chow is an honest innkeeper and his association with Anseng goes back several decades, but he is also a notorious gossipmonger. If Anseng were to tell him of the Chagarashi attacks and your confrontation with the Spectral Entity, it would be all over town before dawn.

Your guide is sorely aware that you will need fresh horses to replace the mounts you lost on the way here. He advises you to avail yourself of the comforts of the inn while he negotiates the loan of horses with Lun-chow. He says it will likely take some time to strike a fair deal with the innkeeper.

Your rumbling stomach reminds you that you have not eaten since mid-afternoon. A barmaid is standing at the other end of the taproom counter, taking an order for food from one of the patrons. She scribbles his request on a parchment pad.

If you wish to approach the barmaid and order a meal, [turn to 254](#).

If you decide to eat a Meal from your Backpack, [turn to 38](#).

5

Unfortunately, your answer is incorrect. The Wedding Ring must be in the Gold Box otherwise all the inscriptions would either be true or false. You have lost the Gold Crowns that you wagered.

[Turn to 175.](#)

6

Instinctively, you leap across the counter and, in mid-air, strike the falling cask with the edge of your clenched fist. Your swift blow deflects the cask away from Kenga's head and sends it spinning to the hard stone floor. With a loud crack it splits wide open, drenching the lucky tavern keeper with sweet Lourdenian wine.

[Turn to 176.](#)

7

You follow the street and soon arrive at the city's North Gate. It is here you find what you have been seeking: the Tower of Ishir. This grand and beautifully fluted tower stands next to the barbican of the north gate. It is embellished with icons and engravings and topped by a parapet with a large half-moon fashioned from silver-plated bronze set above it. This is the symbol of Goddess Ishir. It lifts your spirits and resolutely you stride across the rain-swept flagstones towards the tower's arched portal.

[Turn to 240.](#)

8

Anseng nods in agreement with your decision. He is mindful of the many miles you have yet to cover before you reach Vabou. As you approach the covered wagon, you notice that it has shed one of its two rear wheels. The Chai wagoneer, clad in a hooded grey oilskin, is struggling to get the wheel back onto the axle but the thick mud and relentless rain confound his every attempt.

‘Wait, my Lord,’ says Anseng. ‘I know this man.’ Your guide tilts back his head and calls out to the luckless traveller: ‘Hail, Chengu!’

The wagoneer turns and peers at you both through the teeming rain.

‘Anseng? Is that you? Ishir be praised, it is you!’

‘Chengu, my dear friend, you picked a fine time to go to market!’

Anseng insists that you stop to help his friend and you feel compelled to agree. As he runs ahead, you bring your horse to a halt behind the wagon, dismount, and tether its reins to the tailboard. Anseng introduces you to his friend. You learn that Chengu is a rice farmer. He and Anseng have known each other since they were young boys. They were both born and raised in the same street in the city of Dwala. When they were young men they went their separate ways; Anseng enlisted in the Chai Army and Chengu became a farmer in this region. Anseng always made sure to visit Chengu at his farmstead when the army dispatched him to H'lau once a year.

The wagon is laden with sacks of rice and the weight of this cargo has made it impossible for Chengu to reattach the wheel. But with Anseng's assistance, you are able to raise the rear of the wagon just enough for Chengu to push the wheel back into position. Its retaining pin has sheared off and so you improvise a replacement from an iron bracing scavenged from the tailgate. Within the hour, the wagon is good to continue its journey to Vabou. Anseng sits himself beside his

friend, and you travel alongside the wagon on horseback. You have covered barely a mile when a cawing sound draws your gaze skyward. A trio of coal-black ravens are circling directly overhead.

If you possess the Discipline of Animal Mastery, [turn to 22](#).

If you do not possess this Kai Grand Master Discipline, [turn to 259](#).

9

With trepidation, you climb the wooden steps that ascend to the wheelhouse. Through the rear window you see a huge winged creature perched on the end of the stone pier. It is an Imperial Zlanbeast. Astride a grand saddle embellished with Darklord icons, you see a slender man-like figure swathed in a hooded grey robe. The raised hood of the robe hides the figure's face but at once you know who this is: Nadziran Zashnor! Klüz and Xaol have both been slain by your hand, and so Zashnor has now been forced to show itself and finish the task they failed to accomplish on its behalf.

In the Nadziran's right hand is a short staff that bears an uncanny resemblance to the Claw of Naar. The head of the staff looks like a petrified vulture's foot. It is cast in pure Kagonite embedded with specks of a shimmering scarlet mineral. Its shaft is twisted like a length of gnarled tree root and perforated with myriad pea-sized hollows. In a moment of sudden and terrible realisation, you know that this staff is not a replica of the Claw; it is the Claw!

Zashnor detects your presence in the wheelhouse and swiftly it points the Claw of Naar at the window. The Eye starts to vibrate and move in its satchel. It becomes rapidly colder and frost forms on the satchel's leather surface. The movements become stronger and now you are being tugged steadily closer to the window. Zashnor has unleashed a spell that is drawing the Eye inexorably towards the Claw. If you allow the two evil artefacts to be reunited, the consequences will be disastrous. The only way you can prevent this calamity is to slay the vile Nadziran.

If you decide to confront Zashnor in open combat, [turn to 138](#).

If you choose to attempt to evade Zashnor by leaving the wheelhouse and racing as fast as you can to the ship's foredeck, [turn to 210](#).

10

Quang takes the lead and you follow him in single file through the forest on a south-easterly course. You make steady progress until the stormy grey light of day surrenders to the approaching dark of night. You are all very hungry for you have not eaten a thing since you awoke early this morning. The storm has abated but the rain has become heavier during your long afternoon ride, and Quang is sorely aware of the need to find safe shelter, somewhere dry where you can eat, rest, and recover your flagging strength.

In the failing light, he spots a place that looks promising. It is a cave-like opening in the side of a wooded knoll. He calls you to come forward in the line and determine if it is safe to enter. You focus your Sixth Sense and at once you know that there is nothing hazardous lurking beyond the opening.

‘All clear,’ you tell him.

‘We’ll camp here for the night,’ says Quang, and he orders the Watchers to dismount and tether the horses to the trees close to the opening.

As they carry out his order, you and he inspect this natural shelter. Beyond the opening you discover a room-sized cavity that is suitable for your needs. Bai and Chao prepare a small fire and you help Quang and Deng to clear the ground and prepare a communal meal from the provisions you are carrying in your backpacks. If you have a Meal in your backpack you must now erase it and give it to Quang. If you do not have a Meal, you go and gather edible roots, fungi, and berries from the immediate vicinity.

Bai proves himself to be a good cook and the meal he prepares is very nutritious. When you finish your meal, you agree to remain on guard

for one hour each while the others get some much needed sleep. You volunteer to take first watch.

[Turn to 16.](#)

11

You each take an oar and row with every ounce of strength you can muster. The boat rises and sinks alarmingly in the deep swell and swirling currents of the estuary waters. The strain on your arms and shoulders soon takes its toll. You have only managed to row two hundred yards from the quayside and already your back feels like it is about to break: lose 2 ENDURANCE.

[Turn to 334.](#)

12

Congratulations, your answer is correct.⁵ There were 12 apples in the bag on the morning of the Khea-khan's birthday. You can now double the Gold Crowns you wagered and add them to your Belt Pouch.

Mindful of the time you have spent here and your need to find the Tower of Ishir, you leave the inn and make your way across the storm-swept quayside. You arrive at Chunang Street which heads off in a northerly direction, away from the quay.

[Turn to 59.](#)

[5] This is the correct answer to the innkeeper's riddle about the Khea-khan's bag of apples.

13

This general store is owned by Shau Zau. He and his assistants greet you with smiles and invite you to peruse their wares. The toa wood shelves are stacked high with myriad items and all of them have a price tag. Those that catch your eye are:

- 4 Candles: 20 Ren (2 Gold Crowns)
- Lantern: 20 Ren (2 Gold Crowns)
- Manacles (with two keys): 30 Ren (3 Gold Crowns)
- Whetstone: 30 Ren (3 Gold Crowns)
- Rope (50 ft. length): 30 Ren (3 Gold Crowns)
- Potion of Laumspur: 40 Ren (4 Gold Crowns)
- Compass: 50 Ren (5 Gold Crowns)

You may buy any of the items listed above for the price indicated. They are all Backpack Items that will take up one space in your backpack. You are under no obligation to make a purchase.

Shau Zau will buy any items you have noted on your Backpack List. He will pay 10 Ren for each item, regardless of how much it originally cost. If you wish to sell any of your items, erase them from your list and add 1 Gold Crown (10 Ren) per item to your Belt Pouch.

Shau Zau and his helpers bid you a pleasant good night when you leave the shop.

If you choose to visit or revisit Zian-zu's Weapon Shop on the opposite side of the street, [turn to 325](#).

If you decide to continue along Daruzhi Street, [turn to 266](#).

14

You leap from your saddle and place your shoulder against the trunk of the fallen pine. Intoning the words of the Brotherhood Spell *Strength*, you push hard and cause the trunk to shift violently. This sudden jolt loosens the compacted earth, making it crack and crumble. Hastily, you roll away as the tree trunk sinks with the collapsing edge of the ravine. As you are rising to your feet, you see the tree and the loosened earth fall away. The doomwolves howl with terror as they tumble off the trunk and plummet to their doom at the base of the ravine, one hundred feet below.

[Turn to 236.](#)

15

Congratulations, your answer is correct! The amounts are the same. After mixing in a quart of oil, the mixture would be vinegar and oil. This would leave of a quart of oil in the first pitcher. Since the other of the removed mixture is vinegar, and this is now mixed into the other pitcher, in the end both pitchers end up with of a quart of the other liquid in them. As they have equal amounts of the other liquid, and the total volumes are equal (back to 5 quarts each), they must have equal amounts of their original liquids.

The patrons cheer when Shou Lin confirms that you have given him the correct answer. With good grace, he hands you the Samor Queen and you place it inside the pocket of your jacket. (The Samor Queen is a Special Item. You should add this to your Special Items list on your [Action Chart](#).)

‘Well done, my Lord,’ says Anseng, cheerfully. ‘I wish I had your gift for deduction.’

You are now feeling very tired and are finding it a little difficult to keep your eyes open. Rather than stay for Shou Lin's next riddle, you bid Anseng good night and retire to your room.

[Turn to 286.](#)

16

You settle yourself down at the entrance to the shelter and draw your oilskin cape close around you. The warmth of the small campfire helps to dull the persistent chill of the satchel containing the Eye of Agarash. As you stare out into the darkness of the forest and listen to the sounds of its nocturnal animals, you reflect on the events of the day. Your unexpected encounter with the doomwolves plays on your mind. You have no doubts that Nadziran Zashnor is responsible for their presence here in Chai and it reveals to you that this evil sorcerer is a formidable adversary. If it can deploy doomwolves this far south in Chai, you wonder how many other Darklands beasts it has at its command to let loose on Pensei and secure its capture. You feel a pressing need to inform Lord Rimoah of this, but it is now impossible for you to return to the tracker-gem and be there in time for his return aboard the *Comet*.

If you possess the Grand Master Discipline of Telegnosis, and have attained the rank of Sun Knight or higher, [turn to 282](#).

If you do not have mastery of this Discipline, or if you have yet to achieve this rank, [turn to 279](#).

17

Lieutenant Quang and the Watchers arrive on horseback soon after you slay the vicious Skarad leader. They compliment you on your fighting prowess, but your Sixth Sense is now alerting you to a new danger. It warns you that the Skarada are not the only ones of their kind occupying the tree-line. Another two groups are now rushing towards this area, from the east and the south. Fearing that you could be surrounded by them when they converge, you inform the lieutenant of what you have detected.

‘We can't go forward and we daren't go any deeper into the forest,’ he says, thoughtfully. ‘We'd best take our chances out on the plain. We're behind the Chagarashi roadblock now. If the highway is clear between the roadblock and Vabou, we'll ride there directly.’

You agree with Quang's plan and the Watchers agree that is the best course of action. Together, you turn your horses to the west and ride out from the tree-line, heading for the highway two miles beyond the open grassland.

[Turn to 108.](#)

18

Quickly you unshoulder your Bow then retrieve, string, and draw an Arrow to your lips. You take swift aim at the Claw of Naar. The deck is swaying and this shot will not be an easy one.

Pick a number from the [Random Number Table](#). If you possess Grand Weaponmastery with Bow, add 3 (instead of 5) to the number you have chosen.

If your total is now 6 or lower, [turn to 235](#).

If it is 7 or higher, [turn to 219](#).

19

You place one hand around the blacksmith's ruined throat and the other on his chest. You draw upon your powers and transfer the healing warmth of your Kai Discipline into the dying man. His eyes flicker open and he mouths a warning with blood-flecked lips: 'Beware the ghouls!' His eyes glaze over and his agony comes to an abrupt end. He is dead.

You lay his head upon the blood drenched floor and lower his eyelids. Now your mind is flooded with unanswered questions. Why was he savagely murdered? What kind of beast is capable of such cold-bloodied slaughter? Where is Anseng? Is he still alive or has he, too, met a grisly end?

Galvanised into action by what has happened here, you race down the stairs and mount your horse. Quickly you bring her around to face the open doors and ride out into the pouring rain. The fresh tracks from the Blacksmithy lead you along the paved road until you reach the northern perimeter of the village. Here they leave the highway and veer due east towards the Nagah Forest. A narrow woodsman's trail snakes its way through the Chai pines and the tracks can clearly be seen in its muddy surface. Your Sixth Sense screams a warning that this dense forest harbours an evil presence. You rein in your horse and scan the surrounding trees. At once you detect an ambush has been prepared and several evil creatures are lying in wait for you on the trail ahead.

If you wish to turn around and leave the forest, [go to 218](#).

If you decide to continue along the trail, knowing that to do so will trigger the ambush, [turn to 262](#).

20

You wake with a start and sit bolt upright. Your heart is pounding and your face is bathed in cold sweat. An unnatural chill pervades the room and it is emanating from the Eye of Agarash. The evil artefact was the cause of your traumatic nightmare and the residue of its awakened power now lingers in the chamber. The noise of explosions rings in your ears. At first you think it is a hangover from your nightmare until you see flashes of light at the window. The explosions are real.

Hurriedly, you put on your boots, backpack, and cape and rush to the door. It opens as you approach it and you see Captain Jian Tzu running across the chapel towards you.

‘We're under attack!’ he shouts. ‘They're bombing the roof. You must leave at once!’

Jian Tzu turns on his heel and motions you to follow him. Chunks of masonry and plaster are falling from the chapel's ceiling to smash on the pews and floor all around you. The Captain hurries to the altar and parts its silver cloth to reveal a trapdoor. He tugs it open and you follow him down an iron ladder bolted to the tower's cellar wall. A secret passage leads to the cellar of a convent located opposite the North Gate. You leave this cellar by way of a flight of stone steps that ascend to the convent's kitchen above. Jian Tzu unlocks and opens a door and you see the alleyway that runs alongside the convent. Fiery explosions and flashes of lightning illuminate the darkness of this narrow passage. You take a step from the doorway and look up into the storm-torn skies above. Amidst the roiling clouds are several large winged reptilians that are circling and diving on the roof of the Tower of Ishir. Shadowy riders cling to their backs. They hurl missiles at the tower roof before soaring away into the black clouds where they circle around before diving again. The explosive missiles that they cast down have already destroyed the icon of Ishir and much of the upper part of

the tower, including the star chamber where you met with Jian Tzu, Herbwarden Zautro, and Lord Honos just a few hours ago.

You step back into the convent kitchen to keep from being seen by the winged creatures overhead. As you do so, the evil power of the Eye flares up and drains you of 3 ENDURANCE.

[Turn to 238.](#)

21

You enter the warehouse yard and see two labourers stacking bales of jute onto a wagon destined for Lissan. You ask them the whereabouts of the Tower of Ishir and they kindly oblige you.

‘Go a little further along Yong Street and you’ll come to the North Gate. It’s there. You can’t miss it.’

You thank the men for their help and leave the warehouse.

[Turn to 7.](#)

22

You are shocked to discover that the ravens are not what they seem. Your Animal Mastery reveals they are sentient scouts, bird-like in form but created by a power that is wholly evil. Your initial attempt to communicate with them telepathically chills you to the bone. Unless you possess the Kai Grand Master Discipline of Kai-Screen, you lose 1 ENDURANCE due to the effects of this sudden psychic shock.

To continue, [turn to 259](#).

23

Your Arrow penetrates the creature's forehead and burrows deep into its brain, killing it instantly. For a few moments, the accompanying Skarada stop dead in their tracks and regard the fallen Chagarashi with looks of bewilderment. Then they growl with anger and continue their advance. They split into two groups and come rushing around the sides of the barn. The moment they disappear from your view, you shout to the others:

‘Mount up! Let's get out of here!’

Quang and the Watchers leave their locations and race to their horses. Rapidly, you mount your horse and spur him towards the open doors. You are halfway across the barn when a Chagarashi appears in the open doorway and throws its arms wide. It spreads its sinewy fingers and its razor-sharp talons glint in the dull light. It is attempting to block your escape.

You are almost upon it when your horse rears up in alarm. The Chagarashi seizes this opportunity and leaps forward to attack.

Chagarashi Scout: COMBAT SKILL 40 ENDURANCE 40

You struggle to control your frightened horse throughout this combat. Its wild and erratic movement makes it hard for you to strike this enemy with precision. Deduct 4 points from your COMBAT SKILL for the duration of this fight.

If you win the combat, [turn to 224](#).

24

You shape your mouth and utter the Old Kingdom power-word: *Gloar!* The concussive force of the word hits Anseng squarely in the centre of his emaciated chest and knocks him down. Unfortunately, it also causes his kirusami to flare brightly. It is as if you have just thrown oil onto a flaming blue fire! Unless you possess the Discipline of Grand Nexus, you lose 2 ENDURANCE points due to the surge of power released by the impact of your spell upon this sorcerous weapon.

For a few terrifying moments the intense explosion of blue light blinds you. Your vision quickly returns, but you are dismayed to see that Anseng is now back on his feet and preparing to attack.

[Turn to 150.](#)

25

A deafening sound emerges from his ghastly maw, a cry far louder than the noise of the thundering storm. The force of this unholy roar drags you to your knees and fills your head with blinding pain.

If you have attained the rank of Sun Thane, [turn to 51](#).

If you have attained the rank of Grand Thane, [turn to 319](#).

If you have yet to attain either of these levels of Grand Master rank, [turn to 2](#).

26

Anseng appears, having just completed his long conversation with the innkeeper.

‘I see you've found a new friend while I've been gone,’ he says, with a grin, ‘and I must admit, she's a lot prettier than me.’

Rakhi giggles and bids you both goodnight. Clutching her velvet satchel, she leaves the table and Anseng seats himself opposite you. You ask him about his negotiations with the innkeeper and he nods his head wearily.

‘Lun-chow drives a hard bargain,’ he replies, ‘but we have ourselves two new horses. I had to pay him every Ren I possessed to get them. Don't worry, my Lord. The Khea-khan is a generous man and he will recompense me once we reach Pensei.’

Anseng tells you that two rooms for the night were part of the bargain he struck with Lun-chow. He hands you a key and tells you that your room is number 5.

‘We have another long ride ahead of us tomorrow. Let's get some rest, for we must leave at dawn if we are to reach Pensei by nightfall.’

Together you leave the booth and pass through the curtained archway. Both of your rooms are located on the ground floor, next to each other. Anseng wishes you a good night's sleep before retiring to his room, number 4.

To continue, [turn to 341](#).

27

You scan the darkened countryside and detect a highway less than a mile away to the east. The city of Dwala lies north-east of your present location.

If you wish to head east towards the highway and use it to reach Dwala, [turn to 247](#).

If you decide to head directly towards Dwala across the grassland and reed beds that fringe the estuary shoreline, [turn to 336](#).

28

You attack the five undead Nagah Ghouls before they can get back on their feet. Lieutenant Quang fights fiercely by your side, and the three Watchers engage those ghouls that attempt to outflank you. Your effective use of your Kai-surge Discipline has given you the combat advantage. You may ignore any ENDURANCE point losses you sustain in the first round of this fight:

5 Nagah Ghouls: COMBAT SKILL 45 ENDURANCE 57

You may add 6 points to your COMBAT SKILL for the duration of this fight, for Quang and the Watchers are supporting you throughout this battle against these deadly creatures.

If you win this combat, Quang decapitates the heads of the fallen enemy to prevent them from being reanimated by the evil energy that has kept them in an undead state for centuries. As he chops off the head of the last Nagah Ghoul with his kirusami, you feel a chilling aura radiating from the Eye of Agarash. A sudden wave of weakness drains you of 3 ENDURANCE points.

As the nausea subsides, you turn your attention to the Watchers who have all sustained wounds during the combat. By the use of your Magnakai Curing Discipline, you are able to stop their bleeding and help them quickly to recover. You sense that you must now leave this location for there are more Nagah Ghouls in the vicinity and they are heading for the tavern garden, drawn by the foul smell of the spilt blood of their slain brethren. Hurriedly, you all remount your horses and press on with your journey to Vabou without further delay.

[Turn to 227.](#)

29

Reeling from the impact of this powerful psychic assault, you draw upon your Magnakai Discipline of Psi-screen to create a mental barrier around your mind. It takes crucial seconds to complete this defence and you suffer psychic trauma. It is exacerbated by an energy drain from the Eye, triggered by its close proximity to the Claw of Naar: lose 5 ENDURANCE points.

If you have survived this psychic attack, [turn to 145](#).

Anseng insists that it is too dangerous to linger here any longer. The constant shuddering of the ground beneath your feet confirms this to be so. With his lantern held aloft, he begins the difficult trek through the toa and pine forest with you following close behind. Soon you emerge from the swaying trees and set off along a muddy forest road at a brisk pace, heading east. The sheeting rain and the constant thunder make it impossible for you to speak with your determined guide until you reach a small woodsman's hut a few miles distant. Anseng points to the hut's rickety door and you follow him inside, thankful to be out of the relentless downpour.

‘You did well to keep up with me, my Lord,’ he says, as he places his glowing lantern on the hut's solitary table. ‘We'll rest here for a few hours and leave at first light.’

From his leather backpack he produces some provisions: a loaf of bread, some strips of cured lamb meat, some dried fruits, and a small bottle of rice wine. Generously, he shares his meagre rations with you. While you are eating, you take the opportunity to observe your guide. He is a lean man in his early fifties, physically fit and impressively agile. He is dressed in simple peasant garb with a wide conical hat made from straw. Despite his mundane clothing, this man is clearly not a lowly peasant. He has the distinctive mien of a professional soldier, the legacy of years spent as a Captain in the Imperial Chai Guard: the warrior élite of the Chai army. A ‘kirusami’, an ornate bladed polearm is slung over his shoulder on a thin strip of leather.

When you have finished your meal, Anseng opens a wooden cupboard fixed to the interior wall and retrieves two bed rolls. He unties them and lays them out upon the floor of the hut.

‘We must get some sleep while we can. We've a long journey ahead. We leave at dawn.’

[Turn to 55.](#)

31

You call upon your advanced Discipline of Assimilance and create a cloud of fog directly in the path of the onrushing doomwolf. Suddenly blinded by the dense vapour, the creature missteps and loses its balance. You see it fall from the fog and plunge head first into the ravine. The weight on the fallen tree is lessened by the demise of the second doomwolf. You urge your companions to push harder against the pine and it starts to give. The compacted earth beneath it cracks and crumbles.

‘Get clear!’ you shout, and hastily the five of you leap away as the tree trunk sinks with the collapsing edge of the gully. There is a loud rumble and you see the tree and the loosened earth fall away into the yawning fissure. The remaining two doomwolves howl with terror as they tumble off the falling trunk and plummet to their doom at the base of the ravine, one hundred feet below.

[Turn to 287.](#)

32

The doomwolf gnaws at your right foot and desperately you kick free from its fang-filled jaws. It yelps with frustration and launches itself at your back as your terrified horse starts to pull ahead. Its sharp claws, now fully extended, rip through your oilskin cape and slice through the side of your backpack. You lose two Backpack Items (the second and third items recorded on your list). Steadily, your horse pulls away from this howling creature, leaving it trailing in your wake.

[Turn to 181.](#)

33

Unfortunately, your answer is incorrect. The amounts are the same. After mixing in a quart of oil, the mixture would be vinegar and oil. This would leave of a quart of oil in the first pitcher. Since the other of the removed mixture is vinegar, and this is now mixed into the other pitcher, in the end both pitchers end up with of a quart of the other liquid in them. As they have equal amounts of the other liquid, and the total volumes are equal (back to 5 quarts each), they must have equal amounts of their original liquids.

The patrons mummer their approval when Shou Lin explains the correct solution to the puzzle. You must now erase 10 Gold Crowns from your [Action Chart](#) and give the coins to the old man. Gladly he accepts your payment and praises you for your brave attempt at solving it.

‘Bad luck, my Lord,’ says Anseng, in an attempt to console you. ‘May you have better fortune next time.’ You are now feeling very tired and are finding it a little difficult to keep your eyes open. Rather than stay for Shou Lin's next riddle, you bid Anseng good night and retire to your room.

[Turn to 286.](#)

34

You retrace your path through the tall grasses, keeping a watchful eye on the long ridge of hills to your right. Having been steadily outdistanced during your escape from them, the Skarada have since given up the chase and returned to the site of the refugee massacre on the other side of this ridge.

Mindful of the pressing need to reach Vabou before darkness, wearily you and your companions continue southwards across an increasingly gloomy plain. At length you spot a farmstead in the distance. You magnify your vision and see that it has been abandoned; its door swings open and shut in the wind.

Quang says you should investigate it and readily you agree. The Watchers are physically and emotionally exhausted and you are all sorely in need of some rest. Upon reaching the deserted farmstead, you dismount and tie your tired horses to its fence post before entering.

If you wish to volunteer to act as lookout while the others go inside the farm house, [turn to 216](#).

If you choose to enter the farm house with your companions, [turn to 308](#).

35

The arrow whistles towards you with an exceptional speed and accuracy that reveals its magical enhancement. It is a Zejar-dulaga, a sorcerous missile imbued with magical accuracy that is only crafted in the Darklands. It hits you in the left shoulder and knocks you down: lose 4 ENDURANCE. You are precariously close to the edge of the walkway and you struggle to prevent yourself from falling into the heaving waters below. Instinctively, you draw upon your Magnakai Discipline to numb the pain of your wound but you sense that something is very wrong. Your vision is beginning to blur and your legs refuse to move. The tip of the magically-enhanced arrow has been smeared with Black Yua venom, a fast-acting and deadly toxin.

If you possess a potion of Tazheng, [turn to 84](#).

If you do not, [turn to 253](#).

You tether your horse to the consulate's railings and climb the steps to the front door. It is unlocked. You enter and find yourself standing in a long hallway, hung with portraits of Durenese Kings and former Consuls to Chai. In a reception room immediately to your left you find a well-dressed old man who is throwing sheaves of paper onto a blazing log fire. You introduce yourself and his eyes widen when he hears that you are a Kai Grand Master. 'My Lord, it's an honour to meet you. I'm Grevan Helsar, an envoy in the staff of the Consul of Durenor. How may I assist you?'

You ask the aged envoy why so many citizens of Pensei are leaving the city. He explains that the Bhanarian army is amassing at the city's west wall and they fear that an attack is imminent. He tells you that the consulate staff left Pensei four days ago when news arrived that Fort Jhung had fallen and the Chai Wall had been breached by the Bhanarians and the Agarashi. He volunteered to stay behind and destroy the consulate's files and papers to prevent them falling into enemy hands. When you tell him that you are on a vital mission and that you are looking for the Imperial Palace to seek an audience with Khea-khan Lao Tin, he offers his assistance.

'Of course I will help you all I can, my Lord. The way to the Imperial Palace is quite simple. If you continue along Tzushen Avenue you'll come to the Zha-zhing Circle. The way to the palace is clearly signposted at this junction. But if you are to gain an audience with the Khea-khan, you will need to enter the palace itself. As you can imagine, the Imperial Guard are on high alert and it will not be easy to enter unless you have a pass. Now, this is something I am able to help you with.'

Envoy Helsar removes a thin rectangular piece of black lacquered toa wood from his pocket and hands it to you.

'It's my consulate pass. It permits me entry to the palace. However, I should tell you that I can't guarantee that it'll allow you to enter. In normal times it would, but these are far from being normal times.'

You thank the envoy and examine the wooden pass. It is engraved with the consulate emblem and inlaid with silver numerals that you are unable to decipher. You tuck the pass into your jacket pocket and bid him good luck and farewell before you take your leave. You should record the Durenese Consulate Pass on your [Action Chart](#) as a Special Item.

To continue, [turn to 212](#).

37

Your dreams are haunted by a vision of Anseng. He is lying dead on a patch of muddy ground at the foot of a palisade wall. Dark swirling shadows writhe all around his lifeless body. You walk towards him and look down at his face. It is relaxed and serene as if he is sleeping peacefully. You fall to your knees and slowly you move closer and closer until your face is almost touching his. Abruptly, his eyelids spring open and two jets of blue flame issue forth from the pupils of his glaring eyes, burning and melting and mutilating you. The dark shadows grip you tightly and you cannot move a muscle. There is no escaping from the horror that engulfs your body and soul. It consumes you utterly.

Pick a number from the [Random Number Table](#) (0=10). If you possess Kai-screen, deduct 2 from the number you have chosen. The total determines how many ENDURANCE points (if any) you lose as a consequence of this traumatic nightmare.

To continue, [turn to 20](#).

38

You take a seat in a vacant booth located near the front door. Having settled yourself down on the comfortably padded bench seat, you retrieve a Meal from your Backpack and quietly consume it while you observe Anseng and the innkeeper conversing at the counter. (Remember to erase this Meal from your [Action Chart](#)).

As you finish your food, a ripple of applause among the patrons draws your attention to a curtained archway in the far wall. The curtain is drawn aside and a troupe of entertainers files into the taproom, smiling with gratitude at the warm reception. They have performed for the patrons earlier this evening and now they return for their final performance of the night. From snippets of conversation you overhear, you learn that the entertainers are a band of travelling troubadours who come from the city of Durwan in Lissan. They are on their way back to their native city after having performed in several taverns and inns of Pensei. The musicians begin to play a lively tune and a trio of pretty dancing girls whirl and twirl around the taproom to the delight of the patrons. One of the girls is wearing a tight-fitting red silk dress, and she glances repeatedly in your direction as she gyrates around the room. It appears that she has taken a special interest in you.

When the performance comes to a close, the patrons give a loud cheer and the girls pass among them collecting donations of Ren from the appreciative audience. After the money has been gathered up, the troubadours thank the Chai for their generosity and leave the taproom by way of the curtained archway. A few minutes later, the girl in the red silk dress reappears. With a charming smile, she comes and sits opposite you at your table. She tells you her name is Rakhi and says she has never seen anyone quite like you before. She asks if you are a Northlander. Your senses detect that she is genuinely friendly and does not intend to do you any harm. You reply that you are indeed a Northlander, but you refrain from telling her exactly which realm of

the Northlands you hail from. ‘I thought so,’ she beams, joyfully. ‘I have something that may be of interest to you.’

She places a velvet satchel on the table and flips it open. It contains four ceramic phials, each one stoppered with a cork and carefully labelled and priced. She invites you to inspect them and gives an assurance that they are all genuine potions.

- Laumspur (will restore 4 ENDURANCE points when swallowed after combat): 50 Ren / 5 Gold Crowns
- Tazheng (a powerful anti-venom): 60 Ren / 6 Gold Crowns
- Tincture of Sabito root (rare in this part of Magnamund, Sabito enables the human body to extract oxygen from water through the skin, thus permitting anyone who swallows it to ‘breathe’ underwater): 80 Ren / 8 Gold Crowns
- Karmo: 120 Ren (12 Gold Crowns). When taken before combat, this potion doubles your ENDURANCE points score for the duration of the combat. It has heavy side effects that sometimes can result in death. After consuming Karmo, you must pick a number from the [Random Number Table](#). The number you choose determines how many ENDURANCE points you lose as a consequence of the side effects (0 = zero).

You may purchase any or all of these potions for the price indicated. If you wish to make a purchase, remember to adjust your [Action Chart](#) accordingly. These potions are all Backpack Items.

To continue, [turn to 144](#).

39

There is no chance the gruff driver will allow you to board his wagon unless you pay him and so you step away and release your mental hold over the horse team. He whips the reins once more and this time the horse team respond and the wagon sets off along the highway without you.

Frequent bolts of lightning illuminate the muddy highway as you trudge along the rutted highway to Dwala's south gate. Upon arriving at the gate, a guard steps from his sentry post and demands you pay the night toll. Passage in and out of the city is free during the hours of daylight, but after dark a toll of 20 Ren (2 Gold Crowns) is imposed on all non-residents seeking to enter, and 10 Ren (1 Gold Crown) on those wishing to leave.

If you choose to pay the night toll, [turn to 156](#).

If you do not, or if you do not have sufficient Gold Crowns to do so, [turn to 94](#).

40

The door to the captain's cabin is locked, but it needs only a little physical persuasion to break the simple lock and slide it open. The wood panelled cabin is comfortably furnished with a bunk, chart table, swivel-backed captain's chair, and mahogany cabinets. There is a large chest at the end of the bunk. Its hinged brass lockplate is raised and the padlock that usually secures it lies discarded on the cabin deck beside the chest.

If you wish to open the chest and examine what it contains, [turn to 199](#).

If you decide not to investigate the trunk and leave it undisturbed, [turn to 260](#).

41

Anseng passes you a scrap of paper on which to write down your answer and tells you to write your name on the reverse side. When the hourglass runs out, Tzu shouts: 'Time's up!' The patrons hold up the scraps of paper on which they have written their answer and their name, and these are quickly gathered up by Yeng Zhi. She gives them to Shou Len and he removes the ones that have the correct answer. You are pleased to see that your scrap of paper is among them!⁶

Well done, you have answered the riddle correctly. It was 41 years ago that the mother (who is now 80 years old) was exactly three times the age of her daughter. The daughter was 13 years old and the mother was 39 years old.

You and only two other patrons solved the puzzle. You are happy to see that one of the other winners is Anseng. Yeng Zhi collects your winnings and places them on your table, together with your original bet in its paper wrap. You have won an amount equal to double your wager. You may now restore the number of Gold Crowns you deducted from your [Action Chart](#), and add twice that number to your total.

If you wish to wager on Shou Len's second riddle, [turn to 110](#).

If you decide to bid Anseng good night and retire to your room upstairs, [turn to 286](#).

[6] This is the correct answer to Shou Len's riddle about Xian Tzee and her mother, Yisu, in [Section 291](#).

42

You urge your horse to the gallop. Despite the difficulty he has forcing his way through the tall and sodden grasses, he quickens his pace just enough to keep you from falling into the merciless hands of the howling Skarada. Quang and the Watchers follow closely behind, whipping their mounts to extract every last ounce of strength and effort from them to escape the vengeful enemy.

You continue your desperate flight across the rain-soaked grassland until the howls of the Skarada can no longer be heard. As you ease your sweating horse to a gentle trot, Quang and the Watchers catch up with you and the lieutenant signals you to halt. You rein your horse to a stop and your companions draw their breathless horses in a circle around you. Quang pulls his mount alongside yours and together you assess your options.

‘We cannot go on in this direction, my Lord,’ he says. ‘This way will take us back towards Pensei. Despite the risks, we must turn back and continue south if we are to reach Vabou before nightfall.’

You know that the lieutenant is right. The further you go northwards, the greater you will distance yourself from Vabou and increase the likelihood that you will miss your rendezvous with Lord Rimoah in two days' time. You are about to agree with him when a sudden wave of nausea and fatigue makes you swoon in the saddle. The Eye is exacting an energy drain and the increased strength of its insidious power catches you by surprise: lose 4 ENDURANCE.

Quang grabs you and prevents you from falling off your horse. Anxiously he asks if you are strong enough to go on. ‘Yes ... yes, I'm ready to go back,’ you answer, your voice a little shaky. ‘We ... we must reach Vabou before dark.’

[Turn to 34.](#)

43

Halfway along Xo-lin Avenue is a small apothecary shop. Its front window is crowded with glass flasks, stoppered jars and conical shaped bottles filled with colourful potions, herbs and all manner of medicaments. Quang is fascinated by the window display and insists that you enter.

Inside you are greeted by the apothecary and his brother, the co-owners of this shop. With welcoming smiles they invite you to browse their wares. Quang purchases a flask of Senara Tea and he makes Deng drink it. The soothing liquid will help him to recover from his state of shock. While he is administering the tea to Deng, you inspect the shelves and take note of the following potions with which you are familiar:

- **Potion of Laumspur:** 40 Ren (4 Gold Crowns). Restores 4 ENDURANCE when swallowed after combat.
- **Potion of Alether:** 50 Ren (5 Gold Crowns). Adds 2 COMBAT SKILL for the duration of one combat.
- **Potion of Malavan:** 60 Ren (6 Gold Crowns). Increases the effect of Mindblast, Psi-surge and Kai-surge, by adding 2 COMBAT SKILL for the duration of one combat.
- **Tincture of Sabito Root:** 100 Ren (10 Gold Crowns). Sabito Root is only to be found in the Boari Jungle of Valerion. It is rare in Chai. It enables the human body to extract oxygen from water through the skin, thus permitting anyone who swallows it to 'breathe' underwater.

You may buy any of the four potions shown above for the price indicated. They are all Backpack Items that will each take up one space. You are under no obligation to make a purchase.

When Deng has finished the flask of Senara Tea, you bid thanks to the shop owners and leave. Soon you reach the end of Xo-lin Avenue and

enter the quayside area. The churning waters of the estuary stretch out before you. Because of the heavy rain and failing light, you cannot see across the estuary to the opposite bank and have no way of judging how wide it is at this point. There is a ferry post close by and the ferry boat to Dwala is moored at the quay. You approach it, hoping that you are in time to catch the dusk crossing, but you find that access to this part of the quay has been chained off. A sign hanging from the chain says: Ferry cancelled due to weather.

Directly opposite the quay is a large three-storey building. The ornate sign fixed above its front door says: Ferry House Inn.

If you wish to enter the Ferry House Inn, [turn to 114](#).

If you decide to look for someone on the quayside with a boat, and who is prepared to take you across the stormy estuary, [turn to 202](#).

44

You have encountered these creatures before when first you visited Chai. They are Chagarashi. Long ago, during the Age of Eternal Night, this land was stalked by Agarashi — the hellish creations of Agarash the Damned. When Agarash was destroyed by the Elder Magi, his creations were scattered across the wilderness and plains of Chai. The creatures you now face are descendants of those ancient horrors. It is rare for Chagarashi to be found in this region of Chai. You sense that there is a sinister force present that has driven them from their burrows and caves in search of prey.

[Turn to 195.](#)

45

This hardware shop is owned by Hopdai and his wife Meng-an. They greet you with a smile and invite you to peruse their wares. The black lacquered shelves are stacked high with myriad items and all of them have a price tag. Those that catch your eye are:

- Mortar & Pestle: 20 Ren (2 Gold Crowns)
- Lantern: 20 Ren (2 Gold Crowns)
- Chisel: 20 Ren (2 Gold Crowns)
- Hammer: 30 Ren (3 Gold Crowns)
- Rope (50 ft. length): 30 Ren (3 Gold Crowns)
- Potion of Laumspur: 40 Ren (4 Gold Crowns) Restores 4 ENDURANCE when swallowed after combat.
- Small Telescope: 60 Ren (6 Gold Crowns)

You may buy any of the items listed above for the price indicated. They are all Backpack Items that will take up one space in your backpack. You are under no obligation to make a purchase.

Hopdai will buy any items you have noted on your Backpack List (with the exception of Anseng's Kirusami). He will pay 10 Ren for each item, regardless of how much it originally cost. If you wish to sell any of your items, erase them from your list and add 1 Gold Crown (10 Ren) per item to your Belt Pouch.

Hopdai and Meng-an bid you a pleasant good night when you leave the shop.

If you choose to visit or revisit Xiong the Weaponsmith on the opposite side of the street, [turn to 124](#).

If you decide to continue along South Avenue, [turn to 149](#).

46

The moment you take the satchel from the Khea-khan's hand, you feel a wave of nausea flow through your body that makes you shudder with revulsion. The bag contains the Eye of Agarash. For centuries this evil gem has lain dormant, its power inert. Now it has been awoken, triggered by the close proximity to you — a champion of God Kai. Hurriedly, you draw upon your Magnakai Discipline of Psi-screen to shield yourself from its malicious radiance. Your defences deaden its insidious effect, but you suffer a shock to your nervous system: lose 3 ENDURANCE.

Whenever you are affected by the debilitating power of the Eye of Agarash, you may use Laumspur to help you recover. Normally, a healing potion of Laumspur restores 4 ENDURANCE points when taken after combat. When using it to restore ENDURANCE lost due to the power of the Eye of Agarash, you may only restore the actual number of points lost. For example, if you lose 3 ENDURANCE points due to the effects of the Eye (as is the case here), and then you take a potion of Laumspur which normally restores 4 points, you will only regain the lost 3 points. The extra point of ENDURANCE is not gained and should not be added to your ENDURANCE score.

[Turn to 192.](#)

47

A Kraan! Never have Kraan ventured this far south from the Darklands of Northern Magnamund before. You recall the doomwolves you encountered during your journey from Vabou to Valus and realise the only possible reasons for why they are now present in Chai. Nadziran Zashnor has either brought them here, or the foul sorcerer has established spawning pits somewhere in Southern Magnamund and is creating them to bolster the size of his invading army.

The shrieking Kraan banks away from the quayside and circles around to make another pass over the pier. You see two smaller creatures riding pillion in a saddle strapped to its scaly back. You magnify your vision and recognise that they are the same kind of creatures that attempted to block your escape along the alleyway beside the convent. Your Magnakai Discipline of Divination tells you that these hairless black leathery bipeds are Doomgah, a new breed of horrors created by Zashnor in its Spawning Pits located below the evil Bhanarian temple-city of Bakhasa. Your senses also reveal that Zashnor has been able to draw upon the souls of myriad victims sacrificed by Autarch Sejanoz during his long and bloody reign. They were imprisoned in the Bakhasian temples and used to supply raw power to its voracious spawning vats. The Doomgah are watching you intently through slitted eyes that emit a dull orange glow.

The Kraan flies away in the direction of the Main Square and then circles back, cawing loudly. It is directing a dozen Doomgah that are in Xo Street to race towards your location. They soon reach the end of the thoroughfare and come scurrying across the quay towards the entrance to the central pier. They are armed with black iron bows and serrated swords. When they reach the pier they draw their swords and give vent to a snickering battle cry.

If you possess Magi-magic and wish to use it, [turn to 178](#).

If you possess Kai-alchemy and wish to use it, [turn to 96](#).

If you do not possess these Grand Master Disciplines, or if you choose not to use either of them, [turn to 263](#).

48

You grip the reins tightly in your left hand and unsheathe your Kai Weapon. You make a scything sweep at the nearest doomwolf as it attempts to bite your right foot.

Doomwolf: COMBAT SKILL 30 ENDURANCE 26

You can only engage in one round of combat with this enemy before the momentum of your galloping horse carries you away from it.

If you kill the doomwolf outright, or if your loss of ENDURANCE points is lower than the number of points lost by the doomwolf, [turn to 141](#).

If you lose more ENDURANCE points than the doomwolf in this single round of combat, [turn to 32](#).

49

The second Chagarashi enters the combat at the start of the fourth round. Fortunately, this is also the moment that Anseng joins you in the fight against these ferocious foes. You may now continue the combat you began in section 265.

Anseng engages the companion Chagarashi in combat directly, therefore you should continue the fight with you and your enemy's COMBAT SKILL and ENDURANCE scores as they were at the end of the third round.

If you win this combat, [turn to 90](#).

50

When combat commenced, Zashnor sent a telepathic command to its Imperial Zlanbeast to assist it in the fight. The creature took off from the pier and commenced a flight over the raging estuary in a wide circle in order to best position itself to launch an attack on you from the rear. At the start of the seventh round, it comes swooping low along the deck behind you. It stabs at you with its sharp horny beak before the momentum of its attack carries it past and it soars away into the clouds.

In the seventh round, Zashnor's COMBAT SKILL increases to 59. Its ENDURANCE points total increases by 5 points. The COMBAT SKILL increase lasts only for the seventh round and represents a temporary bonus that the Nadziran receives from the Imperial Zlanbeast's attack. If you survive the seventh round, the Imperial Zlanbeast will no longer be a part of the combat in any further rounds.

At the start of the eighth round, you may deduct Zashnor's COMBAT SKILL bonus. This will return its COMBAT SKILL to 54. The increase of 5 points it gained to its ENDURANCE in the seventh round remains.

If you win the combat, [turn to 276](#).

51

Suddenly you realise that you are not being subjected to an audio attack. The noise that fills your head is the effect of a powerful psychic assault on your senses. You call upon your advanced Discipline to erect a Mindfort to shut out the unbearable noise, and your swift response saves you from sustaining any permanent impairment to your mental faculties.

Howling with frustration that its psychic attack has helped and not harmed you, the ghoulish figure leaps towards you brandishing his black staff. In the blink of an eye, the staff transforms into a hissing serpent. It is disturbingly similar to the snake that emerged from the mouth of undead Anseng. You reach for your weapon and pull back as the serpent's venomous fangs strike out for your throat.

Xaol the Necromancer (*reconstructed undead, with Serpent Rod*):
COMBAT SKILL 50 ENDURANCE 50

Xaol is a powerful undead adversary. If your chosen weapon provides you with a bonus when used in a fight against an undead foe, be sure to calculate and add the bonus to your COMBAT SKILL before this battle begins.

If you possess the Kai Weapon 'Spawnsmite' or 'Valiance' you may add the bonus that you gain from its unique properties during this combat.

If you win the combat, [turn to 160](#).

52

You place your hands on the two cups and draw upon your improved Discipline to lower the temperature of the tea. It takes just a few seconds to achieve this. Then you offer one of the cups to Rakhi and she emits a soft squeal of surprise upon discovering the cup is cold to the touch. She is very impressed by what you have done.

[Turn to 179.](#)

53

The doomwolf reaches the end of the trunk, leaps over your companions, and comes bounding directly towards you and your horse. Quickly you draw your Kai Weapon, but the instant it leaves the scabbard you are hit by this snarling Darklands beast. The force of the impact carries you clean out of your saddle. You land heavily on your back and gash your head on a jagged rock: lose 3 ENDURANCE.

If you have survived this wounding, [turn to 257](#).

54

You signal to Lieutenant Quang to halt and he and the Watchers immediately obey your command. Quickly you inform them of what you have seen and they agree to investigate the tavern with you. After dismounting and securing your horses, Quang, Bai and Chao hurry around to the rear of the tavern while you and Deng force open the front door. As soon as you set foot inside the empty taproom you hear the sounds of a struggle taking place on the floor above.

Swiftly you ascend a narrow staircase that leads to the upper floor, drawing your Kai Weapon as you bound up the creaky wooden steps. Upon reaching the top of the stairs you see an open trapdoor in the ceiling directly above. Your Sixth Sense screams a warning of danger, but you have barely a second to react before a hulking grey shape drops down and slams you to the floor. The scabrous hairless grey skin of this cadaverous horror reeks of a charnel smell. Foul black fluid drips from its fanged mouth and a baleful green glow radiates from its ragged eye sockets. From the tip of the index fingers of its right hand extends a curved razor-sharp talon.

‘A Nagah Ghoul!’ screams Deng, ‘Ishir save us!’

Nagah Ghoul: COMBAT SKILL 38 ENDURANCE 38

Due to the crushing impact of the Ghoul dropping down on your shoulders and slamming you to the floor, you lose 2 ENDURANCE. It takes the first round of combat for you to get back on your feet, therefore any ENDURANCE points loss you inflict on the Nagah Ghoul in the initial round should not be deducted from its ENDURANCE total. Due to the success of its surprise attack, the Nagah Ghoul reduces your ENDURANCE by 1 in addition to any other damage it inflicts in the first round of combat.

The area at the top of the stairs is too narrow for Deng to be able to help you fight this ferocious enemy.

If you win the combat, [turn to 72](#).

55

Despite the rumbling thunder, howling winds, and heavy rain beating on the shingle roof of the hut, you soon drift off into a deep and dreamless sleep. Four hours later you are awoken by Anseng's strong hand shaking your shoulder.

‘Wake up, my Lord. It's time to go.’

The noise of the night storm has disappeared. The only sound you can hear outside is a dawn chorus of chittering bird song. You rise from your mattress and gather your weapons and equipment. When you are ready, Anseng takes you to a stable at the rear of the hut where two horses are saddled ready to ride. He prepared them while you were sleeping. Leaving the stable, you and Anseng set off along the muddy highway at a brisk pace. The rain and thunder have ceased, but the slowly brightening sky is heavy with thick grey clouds.

As you ride along, you stare out across the lush green paddy fields bordering the road. On your way you pass by several isolated huts and houses. Their owners, all rice growers, are repairing roofs and walls that been damaged by the storm and they pay you scant regards as you ride past their humble abodes. Anseng says that you must reach the village of Zang before nightfall. You have a long day's ride ahead and there will be no time to stop and rest along the way. Unless you have a Meal in your Backpack, you lose 3 ENDURANCE points. The need to stay in the saddle all day prevents you from foraging for food in the adjacent rice fields.

During your long journey, you converse with Anseng and find out more about your trusty guide. He hails from the city of Dwala, approximately 200 miles due east of your present location. He is one of a group of covert agents established by the Elder Magi for the purpose of gathering intelligence about vengeful Bhanarians, obsessed with avenging the Massacre of Yua Tzhan, who are operating in and

around Pensei. They have also been tasked with finding out why Agarashi have recently been sighted far from their lairs in the Hyunsei Foothills, the Voxai Swamp and, the Huzang Forest. The last time they found the courage to do so was seventeen years ago, when they joined the army of Autarch Sejanos for the invasion of Chai. Anseng tells you that his group of agents are headquartered at the Tower of Ishir in Dwala. Here they meet regularly with Lord Rimoah's envoy and pass on all the information they have gathered about the enemy. Anseng is a proud member of this secret group of agents who call themselves 'The Watchers'. While you are riding together, you notice an unusual polearm that is strapped to Anseng's saddle.

If you wish to ask Anseng about this weapon, [turn to 248](#).

If you choose not to say anything about it, [turn to 148](#).

56

Your mind is reeling as you spur your horse to the gallop. What are doomwolves doing here in Chai? These loathsome creatures rarely venture far from the Darklands of Northern Magnamund, the Nadulritzaga Mountains of Ghatan, and the Ogshezar Mountains of Northern Skaror. It is unheard of them ever being seen in Southern Magnamund. You come to the rapid and chilling conclusion that Zashnor must be responsible. Only the sorcery of the evil Nadziran could spawn these creatures so far from their native lands.

You glance over your shoulder and are shocked to see how rapidly the doomwolves are gaining ground. In less than a minute they are among the horses, racing alongside, snarling and snapping at their haunches. You see Lieutenant Quang unshoulder his kirusami and stab one in the throat as it attempts to leap up at his horse's head. The sharp blade slices deep into its greasy black fur and the doomwolf tumbles head over tail, mortally wounded. Another doomwolf draws alongside your horse with its fearsome jaws agape. Your frightened mount veers away and cuts across the path of two more of these loathsome creatures that are racing along to your right.

If you have a Bow and wish to use it, [turn to 115](#).

If you possess the Discipline of Animal Mastery and have reached the rank of Sun Thane, [turn to 233](#).

If you wish to unsheathe your Kai Weapon and slash at a doomwolf within striking distance, [turn to 194](#).

57

You are sorely aware that you must enter Dwala and locate the Tower of Ishir tonight. If you cannot persuade this guard to permit you entry, you face the bleak prospect of spending a night out in the open with no protection from the elements. Also, it is likely that you will be turned away and banned from the city if you should try again tomorrow morning.

You ask him if he is prepared to accept something else of value instead of money. At first he is unwilling, but then he changes his mind when he realises that he might acquire something worth a lot more than 10 Ren.

‘What have you got to offer?’ he growls.

You take off your backpack, open the flap and invite him to choose any item he wishes.

Pick a number from the [Random Number Table](#) (0 = 10). The items on your Backpack list are numbered 1–10. The guard will accept the item that is the same as the random number you have picked (erase the item now). If the random number matches an empty slot, he will accept the first item on your list instead and you must erase it.

Satisfied that he has got the better part of the bargain, he steps aside and allows you to pass through the south gate.

[Turn to 190.](#)

58

You return to the highway a mile from Uzam and turn north towards Pensei. The rumble of distant thunder heralds the start of another storm. Intermittent flashes of lightning illuminate the hills to the west, and the peaks of the Szuchow Mountains beyond are soon lost from view amidst of a roiling mass of ominous black rain clouds. You pass by a dozen covered wagons on the rain-swept highway, all travelling in the opposite direction. This traffic of wagons steadily increases until you are forced to abandon the highway and continue northwards by way of the soft grassland that borders the overcrowded road.

By mid-afternoon, the highway is clogged with dour-faced Chai pushing hand carts heaped high with household possessions. This sorry procession is a refugee column from Pensei. The fact that so many of its citizens have abandoned the shelter and comfort of their homes to travel south, in such appalling weather, fills you with a sense of dread. It means that the capital must be facing an imminent enemy attack.

Six Chai cavalry rangers come riding across the grassland that runs parallel with the crowded highway. They are all standing in their stirrups and seem to be searching for something or someone among the column of refugees.

If you possess Assimilance, [turn to 322](#).

If you do not possess this Grand Master Discipline, [turn to 168](#).

59

You follow this lantern-lit street for several hundred yards. It is bordered by the homes and dwellings of fishermen who, in better weather, trawl for black carp and sea bream in the bountiful waters around Ozi Island. You come to a curious little shop that is still open. The light of an oil lamp hanging in the window entices you to stop and look. A fascinating array of nautical equipment is displayed in this window. The shop's owner, Ling Jun, makes instruments that are used by nautical navigators and pilots and are the tools of their trade. He is also a marine cartographer and several charts are spread out beneath his array of wares. Among the many items, you see three vials containing potions. These are not what you would expect to find in a shop like this, but the vials are labelled and priced so clearly they are for sale.

If you wish to enter the shop and ask the owner for a closer look at the potions, [turn to 258](#).

If you decide to continue along Chuang Street instead, [turn to 7](#).

60

The Doomgah leader raises its mighty kirusami and spouts of cracking blue flame erupt along the length of its razor sharp blade. It opens its maw to reveal a score of dagger-like fangs and a thin black tongue that writhes between them.

Klüz (*armed with Zukgudrak*): COMBAT SKILL 45 ENDURANCE 42

The weapon that this enemy wields can leach power from the Eye of Agarash. This inflicts 1 ENDURANCE point of damage to you in every round of this combat.

If you win the combat, [turn to 228](#).

61

You sense that Anseng is being subjected to a psychic attack by the ghostly entities plunging in and out of the dome of dark energy. You draw upon the power of your advanced Kai-screen Discipline and erect an invisible screen around your guide. Immediately, this serves to protect him from the destructive force of their mental attacks. It also enables you to siphon off some of the malicious energy and transform it into a positive force that revives and invigorates you. If your current ENDURANCE score is less than what you had at the start of your adventure, all lost points are now fully restored.

Adjust your [Action Chart](#) accordingly and [turn to 102](#).

62

The innkeeper is about to pose a riddle to his customers. He will double any money that is wagered by those who solve it. The method of betting here is the same as you experienced at the Ferry House Inn on the quayside in Valus. Envelopes and paper slips are handed out to the patrons by the Innkeeper's wife.

If you decide not to make a wager, you now leave the inn and continue on your way across the storm-swept quayside to Chunang Street which heads off in a northerly direction ([turn to 59](#)).

If you wish to stay and place a bet on being able to solve the riddle, deduct from your Belt Pouch the number of Gold Crowns you wish to wager. Make a note of this deduction in the margin of your [Action Chart](#). If you deduce the answer correctly you may add double this number of Gold Crowns to the money in your Belt Pouch. If you do not answer correctly, you will lose the Gold Crowns you wager.

The innkeeper places a tall hourglass on the taproom counter. A hush descends; he is about to begin.

‘When he was a young boy, our beloved Khea-khan was gifted a bag of apples on the morning of his seventh birthday. He ate a third of them. The next day he ate half of the remaining apples. On the following day he ate one more, and another on the day after that. Then he ate half of the remaining apples on the next day, which was the fifth day after his birthday. On the morning of the sixth day he looked in the bag and was very sad to see that there was only one apple left. So tell me please, how many apples did the bag contain when it was first given to the Khea-khan on the morning of his birthday?’

The moment the innkeeper finishes his conundrum, he turns the hourglass over and the sand begins to trickle from the top half to the

bottom. You have two minutes in which to solve this riddle.

When you are sure you know the answer, [turn to the section](#) that is the same number as your answer. You will be informed by the text if your answer is correct.⁷

If you cannot work out the answer, or if your answer proves to be incorrect, [turn to 132](#).

[7] The section corresponding to the correct answer will have a footnote confirming that it is indeed correct.

63

You utter the Kai Word of Power *Kai!* and the tremendous force of your advanced Discipline hits the grouped Nagah Ghouls and sends them reeling in all directions. Your decision to use your power has worked well, for these enemies were originally a cult who worshipped God Naar — King of the Darkness. They had a secret subterranean base in the Nagah Forest during the ancient times when Chai was a province of the Vaduzhan Empire. After their mortal deaths, they were interred in their lair and its entrance was sealed, but your Magnakai Discipline of Divination reveals to you that the power they gained from the Dark God through human sacrifices has kept them in a state of suspended undeath. Nadziran Zashnor who has, since the demise of the Darklords of Helgedad, become a champion of Naar, has most likely awoken these terrible creatures and is using them to further its sinister ambitions.

‘Charge!’ shouts Lieutenant Quang, and his stirring command galvanises the Watchers into action. Anxious to seize the advantage your Kai word of power has provided, all five of you attack the scattered and fallen Nagah Ghouls before they can get scramble back to their feet.

[Turn to 174.](#)

64

The journey to Jueng village is completed without any delays or unforeseen complications. The muddy highway makes the going easy, despite the worsening weather. Heavy cloud and torrential rain accompany you throughout on your long ride. You reach the outskirts of Jueng shortly before nightfall. Chao can hardly contain his joy when he sees the lantern lights of his home village aglow in the distance. He has been away from his family for more than a month.

Upon entering this pretty Chai settlement, Chao invites you all to come and stay at his house overnight. Lieutenant Quang thanks him for his generosity, but he is hesitant to accept his kind offer. He knows that Chao's house is small and his family is large. He does not want to cause any inconvenience to his wife and five children. He proposes you all vote for your preference: stay with Chao and his family, or seek accommodation for the night at the village inn. Chao, of course, wants to stay at his family home. Bai, too, is in favour of this. But Quang and Deng prefer to stay at the inn. This leaves you to cast the deciding vote.

If you wish to stay overnight at the village inn, [turn to 317](#).

If you prefer to stay at Chao's home, [turn to 184](#).

Chao has fallen from his saddle and he is lying face down in a large puddle. Quickly, you all dismount and hurry to drag him out of the water before he drowns. Deng rolls him over and slaps him twice but he does not respond.

‘He's not breathing,’ he says, anxiously.

You place your hands on Chao's throat and forehead and draw upon your Magnakai Discipline of Curing to transmit healing warmth into his body.

‘My Lord, look!’ gasps Bai. He is pointing at the rain-drenched ground where Chao is lying. The surface water is turning red. You pull open Chao's rain cape and you are shocked to see that the left side of his tunic is soaked with blood. You rip open the tunic and find a puncture wound in the side of his chest. It was made by the thrust of a stiletto bone dagger when he ran the Skarada gauntlet. Desperately, you try to seal the wound but it is too late to save Chao. He is dead.

The terrible realisation that Chao has passed away hits Bai and Deng like a sledgehammer. Their faces crumble and they begin to shiver and sob uncontrollably. Tears run freely down their cheeks as sorrow overwhelms them. Lieutenant Quang is also deeply affected by Chao's death. He has fought many battles and lost more than his fair share of friends and comrades, but Chao was a brave and decent man, a loving husband and a good father whom he had come to respect and admire. He did not deserve to die like this.

You wrap Chao in his cape and raise the hood. Then you and Quang gently lift his body off the highway and lay it across the saddle of his horse. Quang secures him with rope while you try to console Bai and Deng. They are beside themselves with grief and cannot hear your comforting words. Nothing you can say will bring Chao back.

Quang pulls Deng to his feet and leads him by the hand to his horse. Then he does the same with Bai. You and Quang help the Watchers to mount up and all the while not a word is spoken. You gather up the reins of Chao's horse and tie them to the back of your saddle and, in silence, you leave this miserable stretch of highway and push on towards Valus in the pouring rain.

You reach Valus late in the afternoon. There is a constant rumble of thunder and thick black clouds hang heavy above the Tkukoma Estuary. Frequent flashes of forked lightning are making the waters seethe and churn. Quang leads you through the arched west gate and along a wide paved avenue to a crenelated building located at the heart of this large and busy town. It is a Chai army headquarters and barracks. He shows his rank insignia to the sentries on guard at the gate to the cavalry stables and you are permitted to enter. It is good to be out of the rain at last. You dismount and the stable hands come forward to take your horses. One of them approaches Chao's horse but Bai steps in his way and refuses to let him to touch his fallen comrade. He turns to Quang and begs him to be allowed to take Chao back to Jueng at first light. He feels it is his duty to be the one who delivers the sad news to Shen-Yin, and it is only right and proper that Chao should be buried in the village where he was born, raised and had lived for all his life. Quang takes Bai to one side and they talk for several minutes. When they return, Quang informs you and Deng that he has consented to Bai's request. He will remain here in the stables with Chao's body this night and ride back to Jueng tomorrow morning. Lieutenant Quang says that you must now leave and go in search of a way to reach Dwala, which is located on the east side of the Tkukoma Estuary. Before you go, you bid a sad farewell to Bai and say a silent prayer to God Kai to watch over Chao's soul and keep it safe from the evil of Naar, King of the Darkness.

[Turn to 143.](#)

66

Your Arrow grazes the top of Chagarashi's skull and fails to slow its inexorable advance. Cursing your misfortune, you leap from the driver's seat and unsheathe your Kai Weapon the instant you land with a splash on the muddy highway. The Chagarashi are intent on attacking the leading pair of horses and you move quickly to block their advance. Screeching with frustration, the larger of the two horrors launches itself upon you with ferocious zeal.

Large Chagarashi: COMBAT SKILL 42 ENDURANCE 37

If you win the combat in 3 rounds or less, [turn to 313](#).

If you are still engaged in combat at the start of the fourth round, do not calculate the outcome of this round. Instead, [turn to 49](#).

67

You are momentarily stunned by the force of this powerful psychic assault. Instinctively, you draw upon your advanced Discipline to erect a Mindfort to counter the attack and your swift response saves you from sustaining serious mental damage: lose 1 ENDURANCE.

Zashnor senses that something is wrong and it immediately ceases its psychic assault.

To continue, [turn to 145](#).

Despite their lack of training, the militiamen fight with great tenacity. They slash and cleave the bone-ridged heads of the Skarada the instant they appear above the parapet and none of the enemy makes it onto the walkway alive. As the first wave of attackers retreat from the base of the wall to lick their wounds and regroup, a messenger boy appears in the watchtower's upper doorway. His face is flushed after having run several hundred yards as fast as he can.

‘Come quickly, my Lord,’ he gasps, ‘the East wall is breached!’

You hand back command of the militia company to the sergeant and hurry after the boy, following him down the watchtower steps and out onto the paved street beyond. When you reach the junction in the middle of the town, you see another messenger boy running towards you. Close behind him are Lieutenant Quang and the three Watchers.

‘East Wall?’ shouts Quang.

‘Yes!’ you shout back.

The messengers both turn and run along Nuoshi Street which leads directly to the East Watchtower. You and Lieutenant Quang are fearful that the enemy may have circled around the town and found the weakest point in its defences. But when you reach the East watchtower, the breach in the adjoining wall and the enemy threat do not appear to be so great. A ragged smouldering hole has been blown through the lower part of the palisade, and four Skarada have gained entry to the town by this way. The bodies of the five militiamen who were posted at the tower now lie crumpled and lifeless around the feet of these snarling furry beasts. The Skarada raise their bloodstained axes and slowly stalk towards you and your companions. Quang orders the Watchers to choose their enemy and engage them in close combat. As they advance to meet the Skarada head on, you see

something climbing through the charred breach in the wall. At first glance it looks like one of the townsfolk; a man clad in simple peasant's clothes and wearing a conical straw hat. But the moment he steps away from hole and straightens up, your throat tightens and your pulse races with shock and revulsion.

[Turn to 153.](#)

69

The robed figure jumps from the saddle to the deck of the ship. As soon as he is clear, the Kraan beats its leathery wings and ascends into the storm clouds overhead. With surefooted agility, the bald gaunt-faced man crosses the foredeck, descends the steps to the main deck and comes bounding towards the wheelhouse. The smoking orb in his hand transforms into a long black staff as he fixes you with his cold dead eyes. He opens wide his rotting mouth to reveal an array of putrid needle-sharp teeth.

If you possess Kai-screen, [turn to 25](#).

If you do not possess this Grand Master Discipline, [turn to 230](#).

70

You launch a Kai Blast surge at the entity and it penetrates its ghostly form, disrupting its ability to leech psychic power from the dome of darkness. Your swift action saves your companions from a gruesome fate, but your hasty attack weakens you and leaves you shivering with psychic shock: lose 5 ENDURANCE.

The entity senses your weakness and it focuses all of its power upon you. You steel yourself for the psychic combat that is about to begin.

Spectral Entity: COMBAT SKILL 45 ENDURANCE 34

This is a psychic combat without physical contact. You cannot add any bonuses to your COMBAT SKILL that you would normally gain by the use of your Kai Weapon and through the use of the Grand Master Discipline of Grand Weaponmastery. Your improved Grand Master Discipline of Kai-surge will grant you a +8 bonus to your COMBAT SKILL with no loss of ENDURANCE per round of combat.

If you win this combat, [turn to 330](#).

71

Qui Ling is an ex-Quartermaster who served in the Chai army. He owns and runs this shop with his younger brother, Tung Wei. Now retired, Qui Ling sells a variety of hand weapons. He greets you warmly and invites you to browse his weapon racks at your leisure. Each of the weapons has a price tag. Those of most interest are:

- Axe: 80 Ren (8 Gold Crowns)
- Bow: 200 Ren (20 Gold Crowns)
- Arrows: 10 Ren each (1 Gold Crown each)
- Dagger: 50 Ren (5 Gold Crowns)
- Sword: 100 Ren (10 Gold Crowns)
- Mace: 100 Ren (10 Gold Crowns)

You may buy any of the items listed above for the price indicated. With the exception of the Bow (which you carry slung over your shoulder) and the Arrows (which are kept in your Quiver), they are all Weapons that you carry sheathed on your belt. You are under no obligation to make a purchase at this establishment.

Qui Ling gives you a respectful bow and bids you good night when you leave the shop.

If you choose to visit or revisit Shen's Hardware Emporium, [turn to 245](#).

If you decide to continue along N'kow Lane, [turn to 346](#).

Deng looks down at the decapitated head of the Nagah Ghoul in shocked disbelief. He has heard of these evil undead but he has never before seen one with his own eyes. As he struggles to retain his breakfast and regain his composure, cautiously you enter an open doorway to your left. This is the tavern owner's living and sleeping quarters, a large room that extends the length of the building. On the floor near the open window overlooking the street is Kenga. The old man has had his throat slashed and he is lying dead in a pool of blood. On the middle finger of his right hand you see a gold signet ring and immediately your Sixth Sense detects that this is no ordinary ring.

Kenga's Ring endows its wearer with a limited protection from evil. If you wish to take this ring and wear it, record it on your [Action Chart](#). If you possess the maximum number of Special Items permissible (12) you must now discard one in its favour but you cannot discard the Eye of Agarash. Whenever the Eye causes you an energy drain, pick a number from the [Random Number Table](#). If the number you choose is 0–5, the ring has no effect. If the number chosen is 6–9, you may reduce the effect of the energy drain by 1 ENDURANCE point.

Deng has now recovered from shock and he is standing by a window at the far end of the room. He shouts for you to come and join him. Down in the rear garden of the tavern you see Quang, Bai, and Chao locked in a desperate fight with five Nagah Ghouls. They are faring badly and are in desperate need of help.

[Turn to 293.](#)

73

You enter the store and discover it is stocked with hundreds of items, all neatly labelled and displayed with meticulous care. The proprietor of this establishment is an old widow called Shao. She is busy serving a customer, but she takes a few moments to smile and call out to you in a pleasant tone.

‘Please, you are most welcome to browse my wares. I will be with you shortly.’

You acknowledge her friendly directive with a respectful nod and begin to peruse her goods. Mostly they are household and farming implements, but you take note of a few items that may be of use during your mission:

- Small Blanket: 10 Ren (1 Gold Crown)
- Arrows: 10 Ren each (1 Gold Crown each)
- Lantern: 20 Ren (2 Gold Crowns)
- Rope (50 ft. length): 30 Ren (3 Gold Crowns)
- Potion of Laumspur: 40 Ren (4 Gold Crowns) Restores 4 ENDURANCE when swallowed after combat.
- Compass: 50 Ren (5 Gold Crowns)

Having served her customer, Shao comes and asks you if you have found anything that you would like to purchase. You may buy any of the items listed above for the price indicated. With the exception of the Arrows, they are all Backpack Items that will take up one space in your backpack. You are under no obligation to make a purchase.

You may leave the General Store and visit the tavern next door by [turning to 120](#).

74

You unshoulder your Bow and quickly draw an Arrow to your lips. You take swift aim at Anseng's glowing eye sockets and let your missile fly. As it speeds towards his head, Anseng swipes at the Arrow and shatters it in mid-air. The sundered halves of the Arrow erupt in a blaze of blue fire and fall to the ground, transformed into a harmless shower of sparks.

If you possess the Grand Master Discipline of Magi-magic, [turn to 24](#).

If you do not, [turn to 150](#).

75

‘Take off your backpack,’ demands the guard. ‘Show me the contents, and be quick about it!’

You take off your backpack, open the flap and invite him to inspect what you are carrying.

Pick a number from the [Random Number Table](#) (0 = 10). The items on your Backpack list are numbered 1–10. The guard will confiscate the item that is the same as the random number you have picked (erase the item now). If the random number matches an empty slot, he will confiscate the first item on your list instead and you must erase it.

Finally, he is satisfied that you can enter Dwala. You close your backpack and put it back on, then he steps aside and allows you to pass through the south gate.

[Turn to 190.](#)

76

You dismount and tether your horse to a post before you knock on the door of this isolated farm house. It is unlocked and the door opens a few inches when you rap on its pine timbers. You call out and get no reply. Inside you discover the main room has been stripped of belongings; only its wooden furniture remains. You conclude that the owner has recently abandoned the cabin and most likely has joined the refugee column heading south along the highway.

You make a search of the empty rooms and kitchen and find two items that could be useful:

- Rope (50 ft)
- Lantern (filled with oil)

If you wish to keep either or both of these Backpack Items, be sure to adjust your [Action Chart](#) accordingly.

To leave the abandoned farmstead, [turn to 337](#).

Quang reaches to his belt pouch to pay for the beverages, but Shousun has a sudden change of mind.

‘One moment, my Lord,’ he says. ‘I’ll gladly let you have these ales for free if you’d be so kind to tell me what is happening in the north.’

‘Come a little closer,’ he says to the inquisitive innkeeper. ‘I will tell you what we know, but I’d prefer that not everyone in your fine establishment hears what I have to say.’

‘Of course, my Lord,’ replies Shousun, with a wry smile. He moves closer to Quang and leans forward so that the Lieutenant can speak quietly in his ear. In a hushed voice, Quang tells him that some of the citizens of Pensei believe their city will be attacked by the Bhanarians. They have decided to leave their homes and travel to Hi’joi by way of Vabou and Klatii. He tells him to have faith in the might of the Chai army and the wisdom of his Khea-khan. If the threat to Pensei is real, we shall prevail.

‘Thank you my Lord,’ says the innkeeper. Having now satisfied his curiosity, Shousun tells you that the ales are on the house. He says that it is an honour to have an Imperial Guardsman visit his humble inn and he invites you all to enjoy a meal and stay the night at his expense. Quang thanks him and accepts his hospitality.

[Turn to 299.](#)

78

Swiftly you invoke the Old Kingdom Spell *Shield* and a shimmering circular field of energy forms in front of you. The black arrow hits this magical shield and explodes into a harmless shower of hissing fragments.

[Turn to 327.](#)

Hurriedly, you recite the words of the Brotherhood Spell — *Slow Fall* — but the shock of the initial impact with the trees prevents you from completing it. The spell is only partially effective; you sustain a few cuts and bruises before you land, dazed and breathless, amidst a clump of thick foliage (lose 1 ENDURANCE points). Fortunately, the lush vegetation and the slowed rate of descent have cushioned your impact, and you are able to rise to your feet with no bones broken. Your eyes are drawn to a glimmer of lantern light amidst the dense undergrowth and swaying trees. You shout out, hoping to draw Anseng's attention, but the sound of the teeming rain, the howling winds, and the rolling thunder makes it impossible for you to be heard.

You force a way through the heavy foliage and emerge from the trees at the edge of the clearing, close by the muddy road. A flash of lightning illuminates the area for a few fleeting moments, yet in that brief instant you are seen by Anseng. You are also spotted by Lord Rimoah who is clinging with all his strength to the prow rail of the *Comet*, high above. He tosses a small object over the skyship's gunwale and it ignites into an intense ball of green flame as it falls. It drops into the tangled grass of the clearing where it continues to burn fiercely. It is a signal flare, acknowledging that you have been seen. It also tells you that your mission must proceed as planned. As you hurry towards the sputtering flare, you see the keel of the skyship turn about and ascend rapidly into the roiling black clouds.

Anseng and his lantern emerge from the trees. Your worried guide pauses for a few moments to get his bearings, then he comes running towards you as fast as his waterlogged clothing will allow. You rush to meet him at the edge of the road. The noise of the storm has grown much louder since the *Comet* departed, and now the ground shudders alarmingly with every step you take. The sodden soil has become dangerously unstable. Lightning bolts strike the ground, causing fissures that tear open the soft friable earth. You watch with growing

dread as parts of the clearing break away and tumble into these treacherous crevasses. A wide fissure opens beneath your feet and you lose your balance. Instantly, a strong hand grabs your forearm and pulls you away from the yawning rift.

‘Steady, my Lord,’ says Anseng, his rain-lashed face lit by the eerie yellow light of his storm lantern. ‘I’ll not see you buried before your mission has begun. Follow close on my heel, sire. Tread only where I tread.’ You nod in agreement and stay close behind your guide as skillfully he makes his way across the treacherous ground towards the tree-line on the eastern side of the clearing. Here the earth is more stable; the tangled roots of the tall trees are preventing it from breaking apart and collapsing. Sheltered from the pouring rain by the thick canopy of toa fronds, you pause to rest and recover from your dramatic return to Chai.

Upon checking your equipment, you are dismayed to find that the leather satchel containing your tracker gem is missing. The strap is still slung around your shoulder, but the satchel bag has been torn away during your fall through the trees. Your backpack has also been damaged in the fall, and three items are now missing. (Erase the Tracker Gem from your [Action Chart](#). You must also erase 2 Backpack Items — the third and the fifth items you have noted on your list.)

[Turn to 326.](#)

80

You muster your strength and shout your Word of Power at Zashnor:

Kai!

The concussive shock of your power-word makes the Nadziran shudder and take a few hesitant steps backwards. The deck sways and the Claw of Naar rolls away from Zashnor, beyond its reach. The fell dragon shrieks with pain and frustration. You shoulder your Bow and rush towards it with your Kai Weapon raised to strike. You are determined to seize the advantage and slay this evil adversary where it stands.

[Turn to 100.](#)

81

Your dreams are haunted by a vision of Chao the Watcher lying dead on a muddy highway. Dark swirling shadows writhe all around his lifeless body. You walk towards him and look down at his face. It is relaxed and serene as if he is sleeping peacefully. You fall to your knees and slowly you move closer and closer until your face is almost touching his. Abruptly, his eyelids spring open and two jets of scarlet flame issue forth from the pupils of his glaring eyes, burning and melting and mutilating you. The dark shadows grip you tightly and you cannot move a muscle. There is no escaping from the horror that engulfs your body and soul. It consumes you utterly.

Pick a number from the [Random Number Table](#) (0 = 10). If you possess Kai-screen, deduct 2 from the number you have chosen. The total determines how many ENDURANCE points (if any) you lose as a consequence of this traumatic nightmare.

To continue, [turn to 20](#).

82

You are stopped at the gate by three Imperial Guardsmen who challenge you to identify yourself and state your business here. You call upon your Magnakai Discipline of Invisibility in an attempt to mask your distinctly Sommlending features, but this does not fool these watchful warriors. One of them calls for his sergeant to come forward. The hard-faced warrior scrutinises you for a few moments, then he commands a squad of his imperial soldiers to leave the courtyard beyond the gate and surround you. He steps closer and snatches the horse's reins from your hands.

‘You're under arrest. Come with me,’ he says, curtly. The squad unshoulder their kirusamis and point them at you menacingly. You are left in no doubt that they will use them if you attempt to escape.

The sergeant and his men escort you and your horse into the courtyard and take you to a blockhouse. You are pulled from the saddle and pushed unceremoniously through the open blockhouse door.

[Turn to 270.](#)

83

You pick off two of the Chagarashi leaders with ease (erase 2 Arrows from your [Action Chart](#)), but you do not have enough time or Arrows to kill all of the Skarada that are following them. There are more than a hundred Skarada assaulting this section of the town's perimeter wall!

Only a few of the militiamen are armed with bows and they are poor archers. They fire down on the Skarada below but with little effect. You order them to shoulder their bows, and command all of the men to keep their heads below the parapet.

‘Be ready to strike hard the moment the enemy show themselves. We must not let them take the parapet walkway!’ you shout.

The remaining Chagarashi lead the attack on the West wall. They leap up and sink their talons deep into the logs and cling on tightly as the Skarada use them like scaling ladders. They clamber up their backs to reach the top of the wall.

You unsheathe your Kai Weapon and join the militiamen crouching along the parapet walkway. The instant the clawed hands and head of the first Skarad appear above the parapet, you spring to your feet and strike.

Skarad: COMBAT SKILL 41 ENDURANCE 42

You may add +3 to your COMBAT SKILL in the first round of this combat. The Skarad is unable to retaliate in the first round as it has not cleared the wall, therefore you should ignore any ENDURANCE loss you sustain in the initial round.

If you win this combat, [turn to 68](#).

84

You struggle to retrieve the potion from your backpack before the paralysis in your legs starts to spread to your torso and arms. With trembling fingers, you pull out the cork and swallow the bitter liquid in one gulp. There is a sensation of glowing warmth in your throat and stomach that moves rapidly to your chest and shoulders. The powerful anti-venom you have ingested swiftly counters the deadly Black Yua venom, neutralising it before your whole body becomes paralysed.

With gritted teeth, you wrench the arrow from your shoulder and cast it away. The Doomgah Mooldor is reloading its bow and preparing to fire again. With a strength born of desperation, you scramble to your feet and race towards the gangplank of the *Silver Virixe*. Mooldor tracks you as you run and unleashes a second arrow. It speeds towards you, forcing you to somersault along the gangplank to avoid being hit. The deadly black arrow strikes the wooden edge of the plank barely inches from your right foot. Gasping for breath, you leap from the plank onto the stern deck of the cargo ship and hurriedly take cover behind the wheelhouse.

If you have a Bow and wish to use it, [turn to 333](#).

If you do not, [turn to 158](#).

85

You call upon your advanced Kai skill to regain control of the frightened wagon team. Inured against their primitive fears, they surge ahead and rapidly gather speed. You have covered less than a mile when you come to a sharp bend in the road and you are forced to rein in the horses to avoid tipping the wagon over on its side. Upon clearing the bend, your heart sinks when you see a strange phenomenon blocking the highway. Barely fifty yards ahead, a semi-circular dome of swirling dark energy crackles loudly as it brings the surface of the muddy road to the boil. Ghostly grey images swoop in and out of this dome, trailing wreathes of steam as they emerge from its unnatural blackness.

Anseng scrambles to the front of the wagon and can hardly believe what he sees. He opens his mouth to voice his shocked surprise but no sound emerges. His eyes widen with fear when he realises he can no longer speak.

If you possess Kai-screen and have achieved the rank of Grand Thane, [turn to 61](#).

If you do not possess this Grand Master Discipline, or if you have yet to achieve the rank of Grand Thane, [turn to 102](#).

86

You step back from the body of the dead doomwolf and stoop to pick up your Kai Weapon. As you return it to its scabbard, Quang and the Watchers come running to see if you are badly wounded. You nod your aching head and tell them that you are well enough to continue unaided. The remaining two doomwolves, having witnessed the deaths of their leader and the second strongest member of their pack, shuffle backwards to the far end of the fallen pine and lope away into the forest beyond with their tails between their legs. You feel sure that they will not be returning here in a hurry. As you watch them disappear into the trees, you feel a sudden wave of weakness wash through your body. It makes your stomach churn and leaves you gasping for breath. Once again, the Eye of Agarash has activated and this time it drains you of 5 ENDURANCE.

Wiping a trickle of cold sweat from your brow with the back of your trembling hand, you swallow hard and tell your companions that it is just the effect of the gash you have sustained to the back of your head. Using your Magnakai Discipline of Curing, you staunch the bleeding and repair your damaged flesh. Quang and the Watchers are impressed by the speed of your recovery and are reassured that you are indeed fit to go on. You mount your horses and leave the ravine without looking back.

[Turn to 10.](#)

‘There's not enough Ren in all of Chai that would make me go out into the estuary today,’ says the boatman, shaking his head. The waters can be treacherous even at the best of times, especially in the middle of the channel.

‘How much to buy your boat?’ asks Quang.

‘More than you can afford,’ he retorts. ‘This boat is my livelihood. But I tell you what, I'll take 5,000 Ren for it.’

‘The price you are asking is preposterous,’ says Quang. ‘I could buy ten boats like this for that sum.’

‘Hah!’ snorts the boatman. ‘Then I suggest you go and do that!’

[Turn to 261.](#)

88

The Chagarashi's talons become ensnared in your oilskin cloak and you are wrenched out of the saddle as your horse gallops away. You hit the ground hard and the impact of the fall knocks the breath from your lungs: lose 2 ENDURANCE points.

The snarling Chagarashi leaps on you in a frenzy, slashing at your face and throat with its razor-sharp claws. Pick a number from the [Random Number Table](#). The number you pick determines how many ENDURANCE points of damage you sustain from this manic attack (0 = -10 ENDURANCE points).

Lieutenant Quang and the Watchers see that you are in grave danger and they come galloping through the trees towards the frenzied Chagarashi. The lieutenant sweeps past and deals it a deadly scything blow with his kirusami, sending the foul creature's head spinning away into the leafy undergrowth.

As you drag yourself to your feet, Quang and the Watchers draw their horses up in a semi-circle around you and the headless body of the Chagarashi. They are anxious of your condition but you reassure them that you are fit enough to continue. 'We must proceed with caution,' you say. 'This creature may not have been the only one scouting this area.'

You remount your horse and lead the others through the tree-line in single file, with all eyes peeled for the slightest movement among the pines and foliage ahead.

[Turn to 99.](#)

You have consigned the necromancer's head forever to a watery grave, but you need to dispense with the accursed weapon he wielded. Drawing upon your Magnakai Discipline of Nexus, you focus on the smoking sphere and will it to rise up from the deck. Slowly it ascends. When it reaches chest height, you halt it in mid-air and concentrate a burst of mental energy that sends it flying over the gunwale of the ship. It hits the raging waters and explodes, showering you with foaming spray.

You are wiping the foam from your face with the back of your hand when your eye catches some movement on the quayside. The Doomgah are slowly and nervously returning to the stone pier. They are very wary but they are also very curious to discover if Xaol has been triumphant. You crouch low to avoid being spotted and shuffle your way towards the door of the wheelhouse. You resolve to get below deck and find a place to hide before the Doomgah muster enough courage to come along the pier and board the *Silver Virixe*. When they find the ruined remains of Xaol's corpse, they will likely come searching for you.

Your basic Kai Discipline of Mind Over Matter deals quickly and easily with the padlock on the wheelhouse door. It snaps open and you slide back the door and enter. Swiftly, you tug the door closed behind you and use the padlock to secure it from the inside. A set of wooden steps lead down to the lower deck where you discover the crews' quarters. There are two cabins notably larger than the others: the Captain's cabin and the Purser's Cabin.

If you wish to explore the Captain's cabin, [turn to 40](#).

If you choose to investigate the Purser's cabin, [turn to 285](#).

‘This does not bode well for us, my Lord,’ says Anseng, washing Chagarashi blood from the blade of his polearm in a puddle of muddy rainwater. ‘I’ve never known these creatures to venture this far south before. Something has made them come here, something more than a hunger for horseflesh.’

Your Sixth Sense warns you of an evil presence in the surrounding trees, an evil that is supernatural in nature, but you decide not to inform Anseng of your feelings for it will only disturb your brave guide unnecessarily.

Once again you call upon your Magnakai Discipline of Animal Control to calm the wagon team. They are slow to respond to your soothing commands but your persistence pays off. When they have settled, you join Anseng on the driver's seat and take up the reins. The horses set off at a steady pace and slowly gather speed as their confidence returns.

You have covered less than a mile when you come to a sharp bend in the road. You rein in the horses to negotiate this difficult hairpin bend, but upon clearing it your heart sinks when you see a strange phenomenon blocking the highway. Barely fifty yards ahead, a semi-circular dome of swirling dark energy crackles and hisses as it brings the surface of the muddy road to the boil. Ghostly grey images swoop in and out of this dark dome, trailing wreathes of steam as they emerge from its unnatural blackness. Anseng can hardly believe what he is seeing. He opens his mouth to voice his shocked surprise but no sound emerges. His eyes widen with fear when he realises he can no longer speak.

If you possess Kai-screen and have achieved the rank of Grand Thane, [turn to 61](#).

If you do not possess this Grand Master Discipline, or if you have yet to achieve the rank of Grand Thane, [turn to 102](#).

91

You step back from the fallen tree and hurriedly prepare your Bow. The charging doomwolf has almost reached your side of the ravine when you take swift aim at its open, fang-filled mouth.

Pick a number from the [Random Number Table](#). Due to the speed of its attack and the need to fire quickly, if you possess the Discipline of Grand Weaponmastery with Bow, add 3 to the number you have chosen instead of the +5 bonus your Discipline usually bestows.

If your total is now 5 or lower, [turn to 331](#).

If it is 6 or higher, [turn to 134](#).

92

You draw upon the power of your Grand Master Discipline to loosen the earth beneath the fallen pine at the edge of the gully. It crumbles and the top of the tree trunk sinks with it, falling away into the deep ravine. With a chorus of terrified howls, the doomwolves tumble off the trunk and plummet to their doom at the base of the ravine, one hundred feet below.

[Turn to 236.](#)

93

You mount your horse and ride out into the pouring rain. The tracks follow the paved road until you reach the northern perimeter of the village. Here they leave the highway and veer due east towards the Nagah Forest. A narrow woodsman's trail snakes its way through the Chai pines and the tracks can clearly be seen in its muddy surface. Your Sixth Sense screams a warning that this dense forest harbours an evil presence. You rein in your horse and scan the surrounding trees. At once you detect an ambush has been prepared and several evil creatures are lying in wait for you on the trail ahead.

If you wish to turn around and leave the forest, [go to 218](#).

If you decide to continue along the trail, knowing that to do so will trigger the ambush, [turn to 262](#).

94

‘Bah!’ he exclaims, disdainfully. ‘How dare you waste my time! Go back to where you come from or go and sleep in the mud.’ He grips the hilt of his sword and pulls the blade a few inches from its scabbard to reinforce his command.

If you have at least 1 Gold Crown in your Belt Pouch, you decide it would be best to pay the guard the night toll rather than be turned away from Dwala. Deduct 1 Gold Crown and [turn to 190](#).

If you have no money, [turn to 57](#).

95

You dismount and tether the reins of your horse to a tubular stone rail near the Library's entrance, then hurry inside to get out of the heavy rain. A young librarian, clad in long green robes and a yellow skull cap, approaches from behind a lacquered desk and bows respectfully.

‘Sir, the Library is about to close. Do you have items to return? If not, then I must request you leave.’

You have no library books or manuscripts to return and so you bid the polite Librarian good evening and turn to leave. Some Chai citizens are also leaving and one of them asks if he may speak with you under the awning of the front door. You nod your consent and accompany him from the building.

‘Forgive my impertinence, but I cannot help but notice you're not a Penseian. My name is Hengdo. I'm a trader.’ He glances at your backpack and says: ‘I was wondering if you may have any items you'd like to sell?’

You can sell Hengdo any of the items you have noted on your Backpack List. He will pay 20 Ren for each item, regardless of how much it originally cost. If you wish to sell any of your items to this trader, erase them from your list and add 2 Gold Crowns (20 Ren) per item to your Belt Pouch.

To remount your horse and continue, [turn to 155](#).

You raise your right hand and point towards the Doomgah clustered around the entrance to the pier. Carefully, you recite the words of the Brotherhood Spell *Lightning Hand* and you feel a tingle run the length of your arm. A bolt of lightning leaps from your fingertips and rips a hole through their ranks, sending several of them tumbling in all directions. To your disappointment, only three of them are slain by the crackling power of your spell. The others scramble to their feet and hurry back to join the others.

[Turn to 263.](#)

Your room is facing you when you reach the top of the stairs. The door is unlocked and you enter to find that it is a well-appointed room with a comfortable bed and nice furnishings. As you eat your meal of steamed rice, fresh vegetables, and diced lamb, you listen to the rain beating against the window pane and the sounds of jollity in the taproom below. You begin to wish you had stayed with Anseng, but another long ride on the highway awaits you tomorrow and you are in need of a good night's sleep.

You wake at dawn to the sound of a cockerel crowing. It stopped raining during the night and sunlight is streaming through the room's solitary window. You gather up your equipment and descend the stairs to the taproom. Anseng is waiting there and he greets you with a smile. Tzu approaches from the adjoining kitchen and Anseng offers to pay him for your rooms and food. Politely, the friendly owner refuses to accept his money and Anseng does not argue with his decision.

'It's the least I can do for you, my friend,' says Tzu, 'after all the help you have given me in the past. I wish you both a safe journey. I hope you'll come visit us again before too long.'

[Turn to 347.](#)

Xo Street is lined with fishmongers' and butchers' shops and small workshops that make and sell hardware and travelling equipment. You pass their shuttered doors and arrive at the city's quay. Thunder rumbles and the dark waters of the estuary roil and seethe, illuminated and tormented by jagged bolts of lightning. Scarlet flags are flying all along the quayside as a weather warning. It is forbidden to take a boat out when these flags are displayed. Most of the boats are securely moored and under canvas, save for a few foreign trading vessels that are berthed at a long stone pier. These are not under covers, but they are well secured with ropes and chains, their hatches battened down and their sails stowed away in lockers below deck.

Opposite the stone pier you see a large tavern with a brightly painted façade. Warm amber light pours from the panes of its bow-fronted windows and a sign in the middle of its façade proudly announces its name: The Tkukoma Tavern.

If you wish to enter the Tkukoma Tavern, [turn to 280](#).

If you decide to forego the tavern and make your way across the storm-swept quayside, you will arrive at a street which heads off in a northerly direction. This is called Chunang Street ([turn to 59](#)).

You have covered three miles of tree-line when Lieutenant Quang shouts a warning, 'Over there!' He is pointing into the trees to your left. You scour the sparse pines and undergrowth and see four dark shapes scurrying through the foliage. Although you cannot see them clearly, you are able to determine that they are not Chagarashi. As they stalk closer, Quang gives a signal to the Watchers to prepare their bows.

When you catch your first clear view of the approaching shapes, a chill runs down your spine. These creatures are muscular bipeds covered with a coarse grey fur. A bony ridge runs from their foreheads to the base of their stunted tails and each has a mouth filled with tiger-like fangs. They carry crude axes fashioned from flint and bone gripped tightly in their short-clawed hands.

'Skarada!' gasps Quang, and quickly he tugs his bow from its saddle holster and reaches to his quiver for an arrow.

'I crossed paths with a Skarad many years ago in the Voxai Swamp. I still bear the scars of that accursed creature.'

If you possess a Bow and wish to use it, [turn to 189](#).

If you do not have a Bow, or if you choose not to use it, [turn to 256](#).

100

Zashnor rises to its full height and roars at the sky. As if in answer to its rage, there is a sudden thunderclap and several bolts of lightning streak down from the roiling black clouds to strike all along the stone pier. The storm reaches its cacophonous peak when you launch your attack on the evil sorcerer.

Zashnor (in Ice Dragon form): COMBAT SKILL 54 ENDURANCE 52

Zashnor is immune to Mindblast, and has partial resistance to Kai-surge and Kai-blast. If you possess Kai-surge and use it during this combat, you may add 4 points to your COMBAT SKILL at a cost of 1 ENDURANCE point per round. If you possess the advanced Grand Master Discipline of Kai-blast and use it during this combat, you may pick only 1 number from the [Random Number Table](#) to determine the damage inflicted upon the Nadziran, at the cost of 4 ENDURANCE points. If you use the Kai Weapon 'Valiance' or 'Spawnsmite' you may add the bonus that you gain from its unique properties during this combat.

The Eye of Agarash becomes active throughout this combat. It drains you of 1 ENDURANCE point per round until the combat ends.

If you win this combat in 6 rounds or less, [turn to 312](#).

If combat is still in progress when you reach the beginning of the seventh round, do not continue. [Turn instead to 50](#).

101

You break the surface gasping for air. Mercilessly, the raging waves toss you around like a rag doll and you lose one of your weapons. Erase the first weapon you have noted on your Weapons List. If this is a Bow, you also lose all of your Arrows as well (but not your Quiver).

Your Magnakai Discipline of Pathsmanship tells you which direction is north, and from this intuitive knowledge you determine the direction of east and swim as best you can on this course.

Your fight to reach the eastern bank of the estuary whilst in the grip of the raging waters becomes a desperate combat against the elements. You must fight them as you would any enemy that is trying to kill you.

Tkukoma Estuary: COMBAT SKILL 34 ENDURANCE 50

Resolve the outcome of this combat using the Combat Rules. You may not add any bonuses you would normally benefit from by the use of your Kai Weapon, normal weapons, or any psychic attacks. You must also reduce your COMBAT SKILL by 2 points for the duration of this ordeal.

If you win your fight against the raging waters of the estuary in 6 rounds or less, [turn to 294](#).

If you win the fight in 7 rounds or more, [turn to 136](#).

102

The swirling apparitions coalesce into a single malevolent entity that takes shape above the crackling dome of darkness, and your Sixth Sense tells you that it is preparing to unleash a massive bolt of psychic force upon you and your companions. Your mental Kai defences may be able to withstand this imminent attack, but Anseng and Chengu are vulnerable to such an assault and its effect upon them will be devastating. You must disrupt the entity before it launches its psychic attack.

If you possess Kai Grand Mastery of Kai-surge, [turn to 298](#).

If you do not possess this advanced Discipline, [turn to 116](#).

It is shortly before midday when you come to a wooden bridge that carries the highway across a swollen stream. On the other side of the bridge is a farmstead surrounded by a split pine fence. Chao informs you that this farmstead belongs to his wife's brother, Genzu. It comprises a farm house, a large barn, and several small outhouses and pig pens. It seems to be deserted and Chao says this is very odd. Genzu employs more than twenty farmhands and this place is usually very busy, even when the weather is bad.

Lieutenant Quang decides to take a closer look. He has a strong feeling that something is amiss. You ride through a gap in the fence and along a muddy track that leads directly to the farm house and barn. Chao calls out to Genzu but he gets no reply.

'Maybe he's in the barn,' he says, and he trots his horse towards its open double doors. Quang tells Bai to go and see if anyone is inside the farm house. Bai dismounts and hands the reins of his horse to Deng before running across the muddy ground towards the farm house door.

'No sense us standing out here in the rain,' says Quang, and he motions you to follow him to the barn. Chao is searching the lower part of the barn when you ride in. You see that there is an expansive loft overhead that occupies the apex of the roof and is stacked with bales of straw. You dismount and join Chao to look for anything that could explain why the farm has been abandoned. Meanwhile, Quang and Deng climb the ladder that leads to the hay loft.

You are searching along the west side of the barn, close to the timber planked wall, when you catch something moving out of the corner of your eye. Through a gap in the planks, you see several figures approaching. At first you think it could be Genzu and his farm hands

returning from the potato fields, but when you press your face to the gap and magnify your vision you are shocked by what you see.

‘Skarada!’ you cry. ‘To the west. And closing fast!’

Your warning chills the hearts of Quang and the others. As they hurry to peer through gaps in the plank wall, Bai comes running into the barn shouting.

‘Skarada! And Chagarashi too!’

If you have a Bow and wish to use it, [turn to 211](#).

If you possess the Grand Master Discipline of Animal Mastery, and have attained the rank of Grand Thane, [turn to 268](#).

If you do not have Animal Mastery, or have not attained the required rank, [turn to 242](#).

Elder Qinlau sees to it that your horses are stabled here at Militia Headquarters. Meanwhile, Captain Xing writes two notes informing his militia sergeants that you and Lieutenant Quang are authorised to take command of their companies. Then he hurries away to the bell tower and rings the bell. It warns the townsfolk that Vabou is in imminent danger of attack and it calls the militia to their battle posts at the watchtowers and along the perimeter walls.

A small group of boys gather at the Militia headquarters. They are messengers who are charged with conveying written orders from Captain Xing to the militiamen. They will also carry reports back from the palisade wall to keep the Captain abreast of any changes in the situation. One of the boys is ordered to take you to the West Watchtower. Another is assigned to Lieutenant Quang and the Watchers who will go to the North Watchtower. As the boys are collecting the notes that Captain Xing has written, Quang and the Watchers bid you good luck and good hunting. You agree to meet back here after the battle, assuming the fight goes in your favour.

The messenger boy escorts through the teeming rain to the West Watchtower. When you arrive, he hands Captain Xing's note to the sergeant in command of the men stationed here. The man's eyes widen with surprise the moment he reads the note and realises who you are: the Slayer of Sejanoz! You instruct him to show you the watchtower and adjoining walls so that you can best deploy his company of militiamen. With pride, he takes you into the tower and up a wooden staircase that leads to the parapet walkway. You order five militiamen to man the tower and deploy the others along the palisade wall. As they hurry to get in position, you see some of the enemy horde approaching the north wall through the sheeting rain. As they come closer, your heart sinks. These Skarada are being led by six Chagarashi. In unison, the snarling horrors throw back their heads

and let loose a chorus of bloodcurdling shrieks; it is the signal to attack!

If you possess a Bow and wish to use it, [turn to 83](#).

If you do not have a Bow, or if you should decide not to use it, [turn to 296](#).

105

This shop is run by Pau Ping, an old apothecary who has lived in Dwala all his life. He greets you with a broad smile when you walk through his door. Pau Ping buys, sells, and prepares all manner of potions and healing medicaments. He invites you to browse his shelves. Most of his wares are ointments for soothing aching muscles and treating minor skin complaints, but there are a few potions among them that are of interest:

- Oxydine: 40 Ren (4 Gold Crowns). Restores 2 ENDURANCE when swallowed at any time. It also cures Korovax infections.
- Laumspur: 50 Ren (5 Gold Crowns). Restores 4 ENDURANCE when swallowed after combat.
- Alether: 60 Ren (6 Gold Crowns). Adds 2 COMBAT SKILL for the duration of one combat.
- Malavan: 60 Ren (6 Gold Crowns). Increases the effect of Mindblast, Psi-surge, and Kai-surge by adding 2 COMBAT SKILL for the duration of one combat.

You may buy any of the potions listed above for the price indicated. They are all Backpack Items that will take up one space in your backpack.

Pau Ping buys potions, but he will only pay you 20 Ren (2 Gold Crowns) for each one, no matter how much it may have cost you to acquire them. However, he will make an exception for some Karmo. He has a customer who will pay a high price for this potion. If you have a potion of Karmo and are prepared to sell it to Pau Ping, he will pay you 200 Ren (20 Gold Crowns) for it.

If you buy or sell any potions while you are here, Pau Ping will gladly tell you where the Tower of Ishir is located ([turn to 180](#)). If you do not, Pau Ping shakes his head and politely asks you to leave as he is about to close his shop for the night.

You bid him good night and return to the plaza to consider which street you should take.

If you wish to enter Drauzhi Street to your left, [turn to 266](#).

If you choose to enter South Avenue directly ahead, [turn to 292](#).

If you decide to enter N'kow Lane to your right, [turn to 221](#).

The graceful courtier leaves the hall and returns a few minutes later bearing a golden tray laden with refreshments. She pours tea from a silver pot into two porcelain cups and offers them to you and the Captain. Gratefully you accept her hospitality and sip the delicious beverage while you peruse the many fine portraits and paintings displayed in the hall. One canvas in particular catches your eye for you are one of three subjects portrayed in it.

The painting depicts the fall of Autarch Sejanoz. The setting is a darkened chamber heaped with rubble and earth. Light pours down through a ragged hole in the ceiling, illuminating the evil tyrant who is shown on his knees at the left of the composition. The magical Arrow of Atonement is embedded deep in his chest and, through the grill of his tiger helm, his eyes blaze with anger and agony. A small boy, young Prince Kamada, is shown in the foreground running towards the sanctuary of your outstretched arms. You are positioned on the right of the painting and you are pleased to see that you have been depicted with some fair degree of accuracy. The artist has captured your hair and facial features well, but he has exercised a degree of license by showing you clad in overly ornate Kai battle dress and not the plain blue padded tunic and breeches that you were wearing at the time. The Bow with which you fired the fateful Arrow into the Autarch's heart lies discarded on the ground at your feet.

‘My compliments, Grand Master,’ says Captain Voushan, with deep respect. ‘The likeness is uncanny. You have barely aged at all since this painting was commissioned. If memory serves, I believe it was first hung in the throne room 17 years ago.’

‘You're too kind,’ you reply with a smile, and say no more than this. You refrain from telling the Captain that you owe your preservation to your diligent exercise and development of your innate Grand Master Disciplines. Since you became a Kai Grand Master, your body has

aged at a much slower rate than men less gifted than you. For every five years that elapse you age but one year.

A fanfare of trumpets sounds in the concourse, announcing Lin Tao's return to the Pensei Pagoda. You return to the middle of the throne room and place your empty tea cup on the golden tray. As you straighten up, the young Khea-khan comes striding into chamber with his personal bodyguard, Lieutenant Quang, following close behind. He is clad in golden armour and is wearing his Hoguan, his imperial crown.

‘Greetings, Grand Master,’ he says, with a youthful yet confident voice. ‘We are humbled to finally meet the Slayer of Sejanos. We forever owe you a debt of gratitude for ridding us of the unholy Autarch.’ Lao Tin pauses to instruct his bodyguard to bring the Watchers to the throne room then he mounts his throne and motions to you and Captain Voushan to approach the marble plinth.

‘We have been informed of your reason for coming to Pensei. We are in accord with your desire to convey the Eye of Agarash to the Elder Magi, and we shall assist you as best we can.’ You are impressed by the candour of this young Khea-khan. He has the proud mien of his illustrious forbears and you sense that he will become an exceptional leader, given time and good fortune. Lao Tin removes a small leather satchel that hangs by a strap from his shoulder. He offers it to you and you lean forward with your hand outstretched to accept it.

If you possess Kai-screen, [turn to 275](#).

If you do not possess this Grand Master Discipline, [turn to 46](#).

You hear shrieks of pain and triumphant Chai battle cries. Captain Jian Tzu has rallied the City Guard and he is leading them personally in a merciless pursuit of the Doomgah. The last of these loathsome creatures have been flushed out of the streets and passageways of Dwala and hounded mercilessly towards the quay. Now the few remaining Doomgah are being pushed off the quay into the turbulent waters of the estuary. None of them can swim and they all perish swiftly in the deep dark waters.

‘For Chai!’ shout the victorious guardsmen, ‘For Khea-khan and Chai!’

Journeymage Honos and Herbwarden Zautro are with Captain Jian Tzu and they spot you standing on the deck of the *Silver Virixe*. They hurry along the walkway of the stone pier and come running down the gangplank, their faces beaming with joy that you are still alive. They embrace you warmly and commend your skill and bravery. The dramatic turn in the weather tells them that you have overcome a great evil this night and saved the city, and all of Chai, from a terrible fate at the hands of the merciless Zashnor. You inform them about the Claw of Naar and they can hardly believe their ears. But when you point to it lying on the deck a few yards away, all doubt is swiftly dispelled. Journeymage Honos removes his cape and carefully he wraps the accursed artefact, making sure that he does not touch the twisted shaft with his bare hands.

‘I will carry this back to City Guard headquarters,’ he says, solemnly. ‘I fear that if you were to convey it along with the Eye of Agarash, the consequences would prove fatal, my Lord.’

Your Sixth Sense tells you that Honos's fears are well founded. The close proximity of the Eye and the Claw would create a surge of evil energy that would kill you in an instant. You follow a safe distance behind Honos and Zautro as you return along the pier to the quayside.

Captain Jian Tzu is overjoyed to see that you are alive. He salutes you and shakes you warmly by the hand.

‘My eternal thanks, Grand Master,’ he says. ‘Once again you have saved Chai from a great and terrible evil. You will forever be revered as a hero in our land!’

You are escorted by the Captain and his men along Xo Street to the Main Square where the headquarters of the City Guard is located. Awoken by the fighting and the ferocious lightning storm, many of the citizens are now gathered in groups in the square, chattering excitedly. They cheer and wave as you pass and the Captain and his men acknowledge their applause with proud smiles and salutes. When you reach the headquarters building you ask what has become of the Tower of Ishir.

‘It has gone,’ replies Jian Tzu, sadly. ‘It fell in flames an hour ago. I regret to inform you that there are no survivors.’

The Captain makes his personal quarters available to you. Before he leaves he tells you to get some rest and he confirms that Lord Rimoah will be arriving aboard *Comet* as planned, at noon.

‘I will escort you to the North Gate shortly before midday and see you safely aboard,’ he says, and then he bids you good night and closes the door to his chambers. The physical and mental strain of your battle with Zashnor and its foul cohorts wells up and overwhelms you with fatigue. You climb onto the Captain's bed and fall immediately into a deep and dreamless sleep.

You are awoken mid-morning by Journeymage Honos and Herbwarden Zautro. They bring you a hearty breakfast and together you eat and talk before Captain Jian Tzu enters to inform you that it is time to leave. You ride from the headquarters building to the North Gate in the company of the Captain, Lord Honos, and Herbwarden Zautro. The young journeymage carries the Claw of Naar still wrapped securely in his cape. Upon arriving at the gate, you see that it is open.

Nearby, the smouldering remains of the Tower of Ishir remind you of the selfless sacrifices that were made during your long and difficult mission. You offer up a silent prayer to Goddess Ishir to cherish and preserve the souls of those who willingly gave their lives so that you might succeed. They have gone, but they will never be forgotten.

While you slept, the dawn of the day brought with it a dramatic change in the weather. The skies have cleared and warm sunshine is drying the saturated streets of Dwala. Lord Rimoah arrives precisely at noon. *Comet* appears in a cloudless sky and gradually it descends until it comes to hover just a few feet above an area of cleared ground outside the North Gate. You hear its engine powering down to a soft hum and see Lord Rimoah and Blazer awaiting you at the rail of the stern deck. They both salute you with pride. The boarding ladder is lowered and you say farewell to Captain Jian Tzu and Herbwarden Zautro before you climb aboard. Journeymage Honos has been instructed to return to Dessi by Lord Rimoah. He has been charged with the safekeeping of the Claw of Naar until *Comet* arrives at the High Council in Elzian, the Dessian capital. Rimoah and Blazer greet and commend you on completing your mission successfully. Bo'sun Durin takes Honos to his quarters in the bow while you retire to Lord Rimoah's comfortable cabin at the stern. On approaching the cabin door, you turn and take one last look at the city of Dwala and wave a final farewell to Jian Tzu and Zautro as *Comet* ascends smoothly into the clear blue sky.

[Turn to 350.](#)

108

You soon reach the highway, but on arriving here you are disappointed to see a large group of Chagarashi have occupied the paved road less than half a mile to the south. Their presence prevents you from following the highway directly to Vabou. You are soon spotted out in the open and you see a party of twenty Chagarashi leave the main group and come loping along the paved road. You dare not stay here and you dare not go back to the tree-line. Quang's military training kicks in and he seizes the initiative. He orders you all to push on westwards and seek cover in the hills. It is a sound tactical decision.

The grass and mixed foliage is taller and denser on the west side of the highway than it is on the east side. Gradually it slows the horses down, reducing their pace to little more than a trot. As they push on, it is as if they are wading through a thick green sea that swirls around your knees. At length you reach a gentle rise that ascends towards the brow of a wide hill. It is here that your Sixth Sense alerts you to danger ahead. Immediately, you shout a warning to Quang and he signals to the Watchers to halt.

‘What is it, my Lord?’ he says, anxiously.

‘I can sense something hostile on the far side of this hill,’ you reply. ‘I fear it could be an ambush.’

Respectful of your Kai intuition, Quang tells everyone to dismount and draw weapons. He orders Chao to remain here and hold the horses while the rest of you go to the top of the hill under cover of the tall grass in order to determine what lies beyond. Crouching low, cautiously the four of you make your way to the crest of the hill. When you see the terrible scene that lies in the shallow valley beyond, a cold shiver runs the length of your spine.

[Turn to 220.](#)

109

Your hastily-aimed Arrow arcs towards the Doomgah and strikes the middle of its iron bow, severing two of the fingers on its left hand and sending the bow spinning away. It shrieks with pain and frustration and hurriedly unsheathes its serrated sword. You run to the other side of the wheelhouse and peer around its side to see the Doomgah scurrying along the walkway, slashing at the rain with its black blade in a berserk frenzy. You shoulder your Bow and draw your Kai Weapon as it comes racing down the gangplank, shrieking maniacally. It does not know precisely where you are and you seize this vital advantage. The moment it reaches the stern deck, you spring out from behind the wheelhouse and launch a swift attack.

Mooldor (*wounded*): COMBAT SKILL 34 ENDURANCE 30

Because of the speed and surprise of your attack, you may ignore any ENDURANCE losses you receive in the first round of combat.

If you win the combat, [turn to 300](#).

110

‘And now, my dear friends, I have a very special riddle for you. A special riddle with a special prize.’

Shou Len removes something from his tunic pocket and holds it aloft for all to see. It is a playing piece from a samor set, an exquisitely carved queen made of ivory and inlaid with gold.

‘This is a valuable item, and therefore I must request that you wager a minimum of 100 Ren.’

If you have 100 Ren (10 Gold Crowns) and wish to wager them on the next riddle in the hope of winning the Samor Queen, [turn to 229](#).

If you do not have sufficient Gold Crowns, or if you choose not to place a wager on the next riddle, you bid good night to Anseng and retire to your room. [Turn to 286](#).

111

It is still dark when Quang wakes you up. The glowing embers of the campfire illuminate the interior of the shelter with a dull amber light by which you and the Watchers are able to gather your equipment and make ready to leave.

Bai and Chao venture outside and go forage for some edible foliage with which to feed the horses. There are plentiful puddles of rainwater and Quang makes sure the horses drink their fill before Bai and Chao return. Dawn has broken by the time the horses have finished feeding and you mount up and begin your woodland journey to the village of Jueng.

It is mid-morning when you happen upon an old hunting track. It is mostly overgrown with foliage, but it provides you with a southeasterly route through the forest which is easy to follow. The rain stops and your woodland ride is blessedly uneventful. The forest is rich with berries, nuts, and edible flora that are sufficient to sustain you and your companions throughout the day. Shortly before dusk you come to a wide and muddy highway. Bai and Chao recognize this road at once for it connects the town of Klatii with the village of Jueng. They have travelled this highway many times in their youth. Bai, who was born and raised in Klatii, remembers that there was an old woodsman's hut near here, just a mile or two to the south in the direction of Jueng. He leads you to it and you spend the night here before setting off to Jueng at first light.

[Turn to 64.](#)

112

You run along the corridor, past the crew quarters towards a bulkhead door that gives access to the cargo hold. Beyond the door you enter the voluminous hold which is stacked with bales of jute and wooden crates filled with Chai goods bound for the Port of Suhn. It does not take you long to realise that there are no secure hiding places in this hold that will keep you safe from an enemy search party. Reluctantly, you leave the hold and retrace your steps to the stairs that lead to the wheelhouse on the deck above.

[Turn to 9.](#)

The Khea-khan's bodyguard, Lieutenant Quang, enters the throne room accompanied by three men. Like you, they are dressed in normal Chai peasant attire. They address Lao Tin with the formal acknowledgement 'Your Highness' and bow their heads in respect.

'Please, gentlemen, introduce yourselves to our famous guest,' says Lao Tin, motioning them towards you with a sweep of his hand.

In turn, the men step forward and identify themselves. The first to speak is the eldest of the three. His name is Bai and he comes from the town of Klatii. The second man is Chao, from the village of Jueng. And the third is Deng, from the port of Valus. Like Anseng, they are all native Chai and have been Watchers for the Elder Magi for more than a decade. Bai is also an agent for Lao Tin and has provided him with reliable information about Bhanar that has earned him the Khea-khan's trust. You hear that he was in Dwala three days ago when the Elder Magi instructed him to go to Pensei ahead of your arrival here. He brought Chao and Deng with him. It is he who persuaded the Khea-khan to remove the Eye of Agarash from his throne and prepare it for your collection.

Lao Tin informs Lieutenant Quang that he is to accompany you when you leave Pensei. He is to ensure you are not delayed on your ride to Dwala. You tell the Khea-khan that your plans have changed since you lost the tracking stone upon arriving in Chai. Now you need to return to the place where you landed so that Lord Rimoah can pick you up from there when he returns aboard *Comet*.

'So be it,' replies Lao Tin. 'Lieutenant Quang, see to it that they have everything they need for the journey. You shall leave at first light.'

You bid thanks and farewell to the Khea-khan and Captain Voushan, and then follow Lieutenant Quang out of the throne room to the

concourse on the floor below. Quang informs you all that rooms have been put at your disposal where you can rest before you leave the Imperial Palace tomorrow morning. Before you retire, he invites you to accompany him to the Imperial Armoury where you will be free to choose any weapons and equipment you wish for the long ride ahead.

If you wish to accept Lieutenant Quang's offer to visit the Imperial Armoury, [turn to 344](#).

If you do not, [turn to 135](#).

You push open the front door and immediately you are struck by the sweet aroma of Lissanian tobacco smoke that clouds the air of the inn's spacious, high-ceilinged taproom. There are more patrons here than you were expecting to find at this hour. Quang wends his way through them and you follow him in single file to the rear of the crowded taproom. Fortunately, you find a table where three men are preparing to leave. You take their seats, remove your backpacks, and stow them between your feet where you can keep a watchful eye on them. A serving girl emerges from the crowd and asks you what you would like to order. Quang requests three ales and food enough for all of you. She nods politely and disappears back into the throng of chattering customers. While you are waiting for her to return, you listen to snippets of conversations and learn that some of the patrons have been here for three days. They are waiting for the storms to abate and the ferry service to Dwala to resume its normal service.

At length, the girl returns with three pewter tankards of ale and a large plate heaped with cuts of cold meat and peeled vegetables. Quang pays her and she gives him three small parchment envelopes, six slips of yellow paper and a stick of sharpened charcoal. While you are enjoying your meal, a gong is struck three times and a hush descends upon the taproom. The innkeeper climbs onto the counter and addresses his patrons in a loud voice:

‘My dear ladies and gentlemen. I am proud to introduce to you one of Chai's most celebrated riddlers. Please welcome the wonderful, the amazing, the confusing and confounding Madam Dai-zia!’

The patrons applaud and an elderly woman, swathed in a flamboyant robe of turquoise and gold silk, is lifted onto the counter by the innkeeper's twin sons. The innkeeper hands her a large hourglass which carefully she sets down on the counter beside her feet, then she

smiles and bows graciously to the appreciative crowd. As the applause fades, she addresses them in a warm maternal tone.

‘Thank you, thank you, most kind. This evening I have prepared for you a special riddle. Please listen carefully and then wager generously.’ There is a soft ripple of laughter among the patrons before Madam Dai-zia clears her throat and begins.

Long, long ago, there lived a beautiful princess who yearned for a handsome and intelligent husband. She had many suitors. Some were handsome, some were intelligent, but woefully few were both these things. She was herself very intelligent indeed. And so she devised this riddle to test the mental mettle of the men who so desired to win her affections and take her for their bride.

She had three toa wood boxes which were identical in size. Each one was painted a different colour and each one had a different inscription on the lid. Into one of these boxes she placed a wedding ring. To every suitor who presented himself she posed the same question. Based solely on the inscriptions, she asked them to choose in which box the wedding ring was hidden.

She told them that at least one of the inscriptions was true and at least one of the inscriptions was false.

The inscription on the Gold Box read: ‘The ring is not in the Silver Box’.

The inscription on the Silver Box read: ‘The ring is not in this Box’.

The inscription on the Bronze Box read: ‘The ring is in this Box’.

Please consider your answer carefully. The innkeeper and his sons will come and collect your wagers in three minutes' time.

The moment Madam Dai-zia finishes her last sentence, the innkeeper turns the hourglass and the sand begins to flow.

The innkeeper will double any money that is wagered by those who solve this riddle. Your answer must be written on one of the two yellow paper slips and placed in the parchment envelope along with your wager. On the face of the envelope you must inscribe a symbol. On the second slip of paper you must inscribe the same symbol that you made on the face of the envelope. This second slip must be kept safely. If your answer is correct you will have to show this slip. If the symbol does not match any of the winning envelopes then you cannot lay claim to your winnings.

Now you must decide how much you wish to wager on this riddle. If you do not have any Gold Crowns, Lieutenant Quang will lend you 30 Ren (3 Gold Crowns) which you must use to make a wager. You cannot refuse to bet on the answer to this riddle. Everyone in the taproom is obliged to make a bet.

Deduct from your Belt Pouch the number of Gold Crowns you wish to wager. Make a note of this deduction in the margin of your [Action Chart](#). If you deduce the answer correctly you may add double this number of Gold Crowns to the money in your Belt Pouch. If you do not answer correctly, you will lose the Gold Crowns you wager.

If you decide that the answer is the Gold Box, [turn to 320](#).

If you decide that the answer is the Silver Box, [turn to 147](#).

If you decide that the answer is the Bronze Box, [turn to 5](#).

115

Gripping your horse tightly between your knees, you wind the reins around the horn of your saddle and unshoulder your Bow. You draw an Arrow from your Quiver, load and fire your Bow with one smooth and fluid movement. The Arrow skewers the skull of the doomwolf alongside you on the left and brings it crashing to the ground. Startled by its sudden death, the two doomwolves on your right ease back and you are able to quickly outpace them.

[Turn to 264.](#)

116

Hurriedly, you draw upon your Magnakai Discipline of Psi-surge and launch a pulse of mental energy at the entity. It penetrates its ghostly form and disrupts its ability to leech psychic power from the dome of darkness. Your swift action saves your companions from a gruesome fate, but your hasty attack weakens you and leaves you trembling with psychic shock: lose 7 ENDURANCE.

The entity musters its strength and focuses all of its power upon you. You steel yourself for the psychic combat which is about to begin.

Spectral Entity: COMBAT SKILL 45 ENDURANCE 40

This is a psychic combat without physical contact. You cannot add any bonuses to your COMBAT SKILL that you would normally gain by the use of your Kai Weapon and by the Grand Master Discipline of Grand Weaponmastery. Your Magnakai Discipline of Psi-surge will grant you a +6 bonus to your COMBAT SKILL but at a cost of -2 ENDURANCE per round of combat.

If you win this combat, [turn to 330](#).

117

Your dreams are haunted by a vision of Lieutenant Quang lying dead at the bottom of the Tkukoma Estuary. Dark swirling shadows writhe all around his lifeless body. You drift towards him and look at his face. It is relaxed and serene as if he is sleeping peacefully. The currents bring you closer and closer until your face is almost touching his. Abruptly, his eyelids spring open and two bubbling jets of living green flame issue forth from the pupils of his glaring eyes. They burn and melt and mutilate you. The dark shadows grip you tightly and you cannot move a muscle. There is no escaping from the horror that engulfs your body and soul. It consumes you utterly.

Pick a number from the [Random Number Table](#) (0 = 10). If you possess Kai-screen, deduct 2 from the number you have chosen. The total is how many ENDURANCE points you lose as a consequence of this traumatic nightmare.

To continue, [turn to 20](#).

118

Quang hurriedly unshoulders his bow and commands Bai and Deng to do likewise.

‘Fire at will!’ he shouts, and the three of them unleash a flurry of arrows at the advancing Skarada. Six of the enemy fall dead or wounded before the remainder reaches the top of the hill. Two of the beasts rush at you in a frenzied attack, their bloodstained axes held poised to hack you down.

2 Skarada (*in combat frenzy*): COMBAT SKILL 45 ENDURANCE 45

If you win this combat, [turn to 274](#).

Klüz shrieks with agony when you land your killing blow. Clutching at its sundered breast plate, it tumbles off the stone pier and plummets head first into the heaving waters of the Tkukoma Estuary. Its fell weapon, Zukgudrak, balances precariously on the edge of the pier. Only the weight of its blade is preventing this polearm from following its owner into the raging waters. You touch the tip of Anseng's Kirusami to the blade to make it fall and there is sparkling flash of blue light. The blade of the fallen weapon is transmuted into lead and the power it possessed passes instantly into the blade of Anseng's Kirusami.

This special weapon will now triple all ENDURANCE point damage you inflict upon undead enemies in combat. However, this increased power comes at an increased price. In the first round of combat in which you use this enhanced weapon, you will suffer an automatic loss of 4 ENDURANCE points.

To continue, [turn to 228](#).

The taproom is almost empty, save for a couple of aged villagers who are playing samor at a table near the tavern's crackling wood fire. They smile cordially and bid you good day. One of them calls out 'Kenga, you've got a customer,' and a wiry old man in an apron appears from a doorway behind the counter.

'How may I serve you, sir?' he says, benignly.

You cast your eye along his shelves that are filled with bottles and small casks of wine, spirits, and exotic liqueurs. There are a myriad to choose from and they come from all over Magnamund. On one of the middle shelves you see a tall dark-green bottle that you recognise immediately; it is Moyturan Brandy from Sommerlund. A sudden wave of homesickness makes you swallow hard.

'I'll have a glass of that one please,' you say, and the tavern keeper smiles.

'Ah, I see you are a man of impeccable taste, good sir. A fine spirit from a fine land.'

Kenga takes the bottle down from the shelf and sets it on the counter. He produces a bulb-shaped glass and tugs the cork from the bottle. When he upends it, only a few drops of brandy emerge, barely enough to moisten the bottom of the glass.

'Forgive me,' he says, now embarrassed and a little flustered. 'I have another on the top shelf. Please allow me to fetch it down for you. It'll take but a moment or two.'

The old tavern keeper retrieves a short ladder from under the counter and sets it against the shelves. Hastily, he climbs up and stretches for the spare bottle. Unfortunately, in his haste he overreaches, loses his balance, and comes crashing down to land with a muffled thud behind

the counter. His failed attempt to retrieve the spare bottle has moved a cask that was resting alongside. It falls off the shelf and comes hurtling down towards the old man's skull. The brass-banded cask is too heavy for you to use your Magnakai Discipline of Nexus to deflect it in mid-fall.

If you possess the Grand Master Discipline of Magi-Magic, [turn to 281](#).

If you do not, pick a number from the [Random Number Table](#). If you possess Grand Huntmastery, you may add 3 to this number.

If your total is now 5 or lower, [turn to 306](#).

If it is 6 or higher, [turn to 6](#).

121

The Skarada are less than thirty feet away when Lieutenant Quang shouts 'Fire!' As one, you release your straining bowstrings and send a volley of Arrows whistling into the advancing enemy. The missiles all hit their mark and three of the four Skarada tumble forwards, mortally wounded. Your Arrow penetrates the left shoulder of the leading Skarad and spins it around, but it does not make it lose its footing. Bellowing with pain, the creature hacks the protruding shaft in two with one blow of its flint axe. It snarls with anger and glares at you with its bloodshot amber eyes before it beats a hasty retreat into the trees.

You are determined not to let it escape. Hurriedly, you shoulder your Bow and urge your horse forward in pursuit of the wounded beast. In less than a minute you run it to ground among the pines. Roaring like a cornered tiger, the Skarad swings around and leaps towards your horse with its axe raised high, slashing the air as it strikes. Terrified by its ferocity, your mount rears up and shies away from the creature's manic attack. You are forced to cling to the pommel of your saddle with your left hand as you fight to prevent the snarling Skarad from hacking your horse to the ground.

Skarad Leader (*wounded*): COMBAT SKILL 42 ENDURANCE 40

This creature is immune to all forms of psychic attack except Kai-surge. If you possess this Grand Master Discipline and wish to use it during this combat, you may only add 3 to your COMBAT SKILL.

If you win the combat, [turn to 17](#).

122

You call upon your advanced Discipline to create a sphere of calm air around the boat. It helps you to leave the quayside, but its effect is all too short lived.

[Turn to 334.](#)

123

You strike a dozen stout branches and sustain several cuts and bruises before you land, dazed and breathless, amidst a clump of thick foliage (lose 3 ENDURANCE points). Fortunately, the lush vegetation and the soft muddy ground cushion your impact and you are able to stagger to your feet with no bones broken. You lift your weary head and see a glimmer of lantern light through the dense undergrowth and swaying trees. You shout out, hoping to draw Anseng's attention, but the sound of the teeming rain, the howling winds and the constant thunder makes it impossible for you to be heard.

You force a way through the heavy foliage and emerge from the trees at the edge of the clearing, close by the muddy road. A flash of lightning illuminates the area for a few fleeting moments, yet in that brief instant you are seen by Anseng. You are also spotted by Lord Rimoah who is clinging with all his strength to the prow rail of the *Comet*, high above. He tosses a small object over the skyship's gunwale which ignites into an intense ball of green flame as it falls. It drops into the tangled grass of the clearing where it continues to burn fiercely. It is a signal flare, acknowledging that you have been seen. It also tells you that your mission must proceed as planned. As you hurry towards the sputtering flare, you see the keel of the skyship turn about and ascend rapidly into the roiling black clouds.

Anseng and his lantern emerge from the trees. Your worried guide pauses for a few moments to get his bearings, then he comes running towards you as fast as his saturated clothing will allow. You rush to meet him at the edge of the road. The noise of the storm has grown much louder since the *Comet* departed, and now the ground shudders alarmingly with every step you take. The sodden soil has become dangerously unstable. Lightning bolts strike the ground, causing fissures that tear open the soft friable earth. You watch with growing dread as parts of the clearing break away and tumble into these treacherous crevasses. A wide fissure opens beneath your feet and you

lose your balance. Instantly, a strong hand grabs your forearm and pulls you away from the yawning rift.

‘Steady, my Lord,’ says Anseng, his rain-lashed face lit by the eerie yellow light of his storm lantern. ‘I’ll not see you buried before your mission has begun. Follow close on my heel, sire. Tread only where I tread.’ You nod in agreement and stay close behind your guide as skillfully he makes his way across the treacherous ground towards the tree line on the eastern side of the clearing. Here the earth is more stable; the tangled roots of the tall trees are preventing it from breaking apart and collapsing. Sheltered from the pouring rain by the thick canopy of toa fronds, you pause to rest and recover from your dramatic return to Chai.

Upon checking your equipment, you are dismayed to find that the leather satchel containing your tracker gem is missing. The strap is still slung around your shoulder, but the satchel bag has been torn away during your fall through the trees. Your backpack has also been damaged in the fall, and three items are now missing. (Erase the Tracker Gem from your [Action Chart](#). You must also erase 3 Backpack Items — the first, third, and fifth items on your list.)

[Turn to 326.](#)

124

Xiong is a weaponsmith who manufactures and sells a variety of hand weapons. He greets you warmly and invites you to browse his weapon racks at your leisure. Each of the weapons has a price tag. Those of most interest are:

- Axe: 80 Ren (8 Gold Crowns)
- Bow: 200 Ren (20 Gold Crowns)
- Arrows: 10 Ren each (1 Gold Crown each)
- Dagger: 50 Ren (5 Gold Crowns)
- Sword: 100 Ren (10 Gold Crowns)
- Mace: 100 Ren (10 Gold Crowns)

You may buy any of the items listed above for the price indicated. With the exception of the Bow (which you carry slung over your shoulder) and the Arrows (which are kept in your Quiver), they are all Weapons that you carry sheathed on your belt. You are under no obligation to make a purchase at this establishment.

Xiong gives a respectful bow and he bids you good night when you leave the shop.

If you choose to visit or revisit Hopdai's Hardware on the opposite side of the street, [turn to 45](#).

If you decide to continue along South Avenue, [turn to 149](#).

125

Anseng's Kirusami is a Special Item, but you must carry it as a Weapon slung suspended by a thin leather strap across your back. Although it is a Special Item, it should be recorded in the Weapons section of your [Action Chart](#). If you already have the maximum number of weapons permissible, you must now discard one in its favour. In combat, the superior craftsmanship and balance of this Chai weapon will add 1 to your COMBAT SKILL. Moreover, the lingering power that remains in the blade of this weapon will double all ENDURANCE point damage you inflict upon undead enemies in combat. However, this power comes at a price. In the first round of combat in which you use this weapon, you will suffer an automatic loss of 3 ENDURANCE points.

To continue, [turn to 223](#).

126

Your eye is drawn to a large and impressive building on the right side of this wide lantern-lit avenue. Its tiled roof has a sweeping curvature that rises at the corners and its sea-green ridge tiles are highly decorated with ceramic figurines. This is the famous public library and records office of Pensei, a repository for tens of thousands of books and ancient parchments collected and preserved here over several centuries. The building and its contents are a worthy testament to the wisdom and enlightenment of the Khea-khans of Chai.

If you wish to enter the Library of Pensei, [turn to 95](#).

If you choose to continue along Maoshen Avenue, [turn to 155](#).

Two Imperial Guardsmen clad in ang'sei (the famous Chai waistcoats of golden mail) who are posted at the gates of the Imperial Palace Keep come smartly to attention and salute Captain Voushan as you approach. He acknowledges their salute and you accompany the Captain into the courtyard beyond. The largest building in this exclusive area is the Pensei Pagoda. It is also the oldest and most impressive construction in all of Chai, dating back to the time when the country was first established following the collapse of the Vaduzhan Empire during the Great Civil War of MS 1620.

Upon entering the main concourse of the Pensei Pagoda, you are struck by the lavishness of the interior which recently has been renovated at Khea-khan Lao Tin's behest. Its panelled walls and ornamented arched doors are exquisitely carved with symbols of historic and religious significance, delicately inlaid with fine gold leaf and myriad pearls. There is an impressive circular skywell positioned above an elegant indoor garden that harbours several dozen miniature trees, all meticulously cultivated and beautifully arranged around a narrow winding stream of shimmering azure water. A grand mahogany staircase dominates the north side of the concourse and ascends to the first storey. It is here that the Grand Throne Room of the Khea-khan is located.

The arched door opens as you reach the top of the staircase and Captain Voushan escorts you into the luxuriously appointed chamber beyond. Every inch of the walls and ceiling are embellished with intricate carvings clad with gold leaf. The effect is dazzling at first sight. Portraits of past Khea-khans and depictions of significant events in Chai's proud history are displayed around the walls, and in the centre of the chamber there is a grand ebony throne set atop a large rectangular slab of crimson-veined marble. You inspect the throne and you are disappointed to discover that the Eye of Agarash is missing. There is a deep indentation where the gem was mounted. Tell-tale

gouges around this indentation reveal that the gem has recently been prised out of its setting.

A robed courtier approaches Captain Voushan and informs him that the Khea-khan is inspecting the west wall defences. He is expected to return within the hour and she invites you to await him here.

[Turn to 106.](#)

Rakhi gives a sudden squeal of delight and points at the pocket of your jacket.

‘You have the Queen!’ she says, excitedly. You draw the playing piece from your pocket and Rakhi begs you to let her look at it. With trembling fingers she examines it closely.

‘Yes, yes ... it's the missing piece I've been looking for!’ she gasps.

‘What's so special about this samor piece?’ you ask, somewhat bemused by her passionate reaction.

‘Wait here, I need to fetch something. I'll not be long.’ She returns the Samor Queen to you and leaves the table. You watch her hurry across the taproom and disappear through the curtained archway. In less than a minute she returns clutching a mahogany box inlaid with intricate gold designs.

Proudly, she raises the lid revealing a set of beautifully carved samor pieces, each one resting in its own velvet-lined partition. One piece is missing from the set — the Samor Queen.

‘I lost the Queen over a year ago, and I've been searching for it ever since to restore my set. This was a present from my late grandmother. She taught me how to play samor when I was a child. I'm not wealthy and I cannot offer you much money for the Queen, but I have something of value that may interest you. Perhaps we can make a deal?’

She clutches a small scarlet gem that is strung around her throat on a fine gold chain. She unhooks its clasp and passes it to you.

‘It belonged to my mother,’ she says. ‘She gave it to me when I joined the troupe. It has magical properties that have kept me safe since I left

Durwan, but I'd happily exchange it for the Samor Queen.'

You examine the gem closely and your Sixth Sense reveals that it does indeed have magical properties. It is a Wardstone, one of many such artefacts that were created by the Elder Magi millennia ago. It is imbued with the power to weaken undead creatures.

You agree to Rakhi's proposal and exchange the Samor Queen for her Wardstone. You may record this Wardstone on your [Action Chart](#) as a Special Item that you wear around your neck, suspended by its gold chain. If you enter into combat against an undead adversary whilst in possession of this item, you may reduce your enemy's COMBAT SKILL by 3 for the duration of the fight.

Rakhi is delighted. She places the missing Queen into the empty partition of the box and closes the lid.

'Thank you so much. This means so much to me!' she says. Then she leans across the table and kisses you fondly on the cheek. It is at this moment that Anseng arrives, having just completed his long conversation with the innkeeper.

'I see you've found a new friend while I've been gone,' he says, with a wry smile, 'and I must admit, she's a lot prettier than me.'

Rakhi giggles and bids you both goodnight. She leaves the table and Anseng sits himself opposite you. You ask him about his negotiations with the innkeeper and he nods his head wearily.

'Lun-chow drives a hard bargain,' he replies, 'but we have ourselves two new horses. I had to pay him every Ren I possessed to get them. Don't worry, my Lord. The Khea-khan is a generous man and he will recompense me once we reach Pensei.'

You pour the last of the Senara Tea into your cup and offer it to your guide. He accepts it gladly and swallows it down in one go. Revived by the tea, he tells you that two rooms for the night were part of the

bargain he struck with Lun-chow. He hands you a key and tells you that your room is number 5.

‘We have another long ride ahead of us tomorrow. Let's get some rest, for we must leave at dawn if we are to reach Pensei by nightfall.’

Together you leave the booth and pass through the curtained archway. Both of your rooms are located on the ground floor, next to each other. Anseng wishes you a good night's sleep before retiring to his room, number 4.

To continue, [turn to 341](#).

129

The arrow tip grazes your right shoulder and the missile whistles past to ricochet off the wall of the convent several yards along the alleyway behind. Lose 1 ENDURANCE.

If you have survived this minor wounding, [turn to 327](#).

130

The guard scrutinises your face and then he tells you to pull aside your rain cape so that he can inspect the weapons and equipment you are carrying.

If you possess Anseng's Kirusami, [turn to 321](#).

If you do not possess this Special Item, [turn to 75](#).

131

Your Arrow pierces the creature's left shoulder and makes it shriek loudly, but it does not penetrate any vital organs and the beast is enraged by the sudden pain. It grips the shaft of the Arrow and contemptuously it snaps it in half as it lopes towards the terrified horses.

You leap from the driver's seat and unsheathe your Kai Weapon the instant you land with a splash on the muddy highway. The remaining Chagarashi is intent upon attacking the leading pair of horses and you move quickly to block its advance. Screeching with pain and frustration, the ghastly creature launches itself upon you in a frenzied attack.

Wounded Chagarashi: COMBAT SKILL 38 ENDURANCE 33

Anseng joins you in this fight at the beginning of the second round. You may now temporarily increase your COMBAT SKILL by 5 points until the combat ends.

If you win the combat, [turn to 90](#).

132

Unfortunately, your answer is incorrect. There were 12 apples in the bag on the morning of the Khea-khan's birthday. You have lost the Gold Crowns that you wagered.

Mindful of the time you have spent here and your need to find the Tower of Ishir, you leave the inn and make your way across the storm-swept quayside. You arrive at Chunang Street which heads off in a northerly direction, away from the quay.

[Turn to 59.](#)

You wake shortly before dawn and stretch your weary limbs. Quang gets to his feet and awakens each of the snoring Watchers. A daunting ride awaits you all. You have two days in which to cover the 120 miles between Vabou and the location of the lost tracker gem. Mindful that every hour counts, you forego breakfast and mount your horses. In the grey light of dawn, the old highway that bisects the town is busy with townsfolk preparing to leave Vabou while they still can. They are afraid that the enemy will return and have decided to abandon their homes and journey to the distant town of Hi'joi. It is located south-east of Vabou, on the eastern side of the mighty River Tkukoma. They believe that they will find safe sanctuary there.

The rain has eased off overnight to be replaced by a light drizzle. It makes your journey less miserable than it has been since you first arrived in Chai four days ago. The first nineteen miles of your ride towards the village of Zang pass uneventfully. It is not until you approach your twentieth mile on the highway that your Sixth Sense warns you enemies are close. You signal to the others to stop. You stand in the stirrups and scan the surrounding countryside, but all you can see is rain-swept grassland swaying in the wind. There are no signs of the Skarada and Chagarashi that attacked Vabou last night. Satisfied that there appears to be no threat of ambush, you resume the ride towards your rendezvous point. It is not until you are twenty five miles from Vabou that the situation takes a turn for the worse.

A large group of creatures are spotted in the distance. You magnify your vision and see that they are the survivors of last night's attack. They are blocking the highway and are spread out on either side for half a mile in both directions. You call your companions to a halt and consider the best way to avoid them. Quang suggests you try to circle around to the south, across the Huzang Plain. Bai suggests you may stand a better chance if you enter the foothills of the Szuchow Range to the north and use the cover they provide to get around them that

way. Both routes will delay your journey to the rendezvous point significantly. Moreover, you'll not be able to reach Zang before nightfall and will face having to spend a night in the open in enemy occupied territory.

[Turn to 349.](#)

134

You let loose your straining bowstring and your Arrow flies straight and true. It strikes the doomwolf between its feral eyes and the sharp tip penetrates deep into its brain, killing it instantly. It falls off the tree bridge and plunges head first into the ravine. The weight on the fallen tree is lessened by the demise of the second doomwolf. You urge your companions to push harder against the pine and it starts to give. The compacted earth beneath it cracks and crumbles.

‘Get clear!’ you shout, and hastily they leap away as the tree trunk sinks with the collapsing edge of the gully. There is a loud rumble and you see the tree and the loosened earth fall away into the yawning fissure. The remaining two doomwolves howl with terror as they tumble off the falling trunk and plummet to their doom at the base of the ravine, one hundred feet below.

Quang and the Watchers are greatly impressed by the way in which you have dealt with the doomwolves. They punch the air and shout in unison: ‘Paizar!’

You smile and nod your head in acknowledgement of their generous praise. As the echo of their cheer fades away among the surrounding trees, you feel a sudden wave of weakness coursing through your body. It makes your stomach churn and leaves you gasping for breath. Once again, the Eye of Agarash has activated and this time it drains you of 5 ENDURANCE.

Wiping a trickle of cold sweat from your brow with the back of your trembling hand, you swallow hard and quickly reassure your companions that you are fit to continue.

[Turn to 10.](#)

An elegant Palace courtier takes you gently by the arm and escorts you to your sleeping room on the ground floor. Upon arriving, she opens the mahogany door, bows politely, and motions you to enter. You cross the threshold and stare in amazement at this luxurious bedchamber. The courtier bids you good night and the door closes behind her without a sound.

Fine food and new clothing have thoughtfully been provided for you. You climb out of your damp and travel-stained clothes and ease yourself into the warm water of a sunken marble bath. The scented water soothes your aching limbs. After bathing, you eat before retiring to a majestic bed where you fall asleep as soon as your head touches the soft silk pillow.

You are awoken before dawn by the harmonic tinkling of a small hand bell. You open your eyes and the first thing you see is the smiling face of the courtier. With a soft and lilting voice, she tells you that Lieutenant Quang will be in the concourse in thirty minutes time. You watch as she seemingly glides out of the bed chamber and closes the door. You arise feeling better than you have felt in days. A good night's rest and a generous helping of shameless luxuriance restore any ENDURANCE points you may have lost so far. You get dressed in your new clothes which comprise a crimson leather jacket, black breeches, sturdy black boots, and a dark green oilskin cape with a generous hood. After reequipping yourself with your belt, backpack, weapons and satchel containing the Eye of Agarash, you leave the bedchamber and make your way to the concourse. The three Watchers are here and they bid you good morning. You have all arrived a little early and you have ten minutes to kill before Lieutenant Quang is expected. The palace courtiers bring you each a basket of freshly baked bread, cheese, and slices of veal with exotic fruits and together you eat a hurried breakfast beside the azure stream of the indoor garden before Quang arrives.

The lieutenant appears, clad in his battle dress with his badge of rank prominently displayed on his dark green cloak. He ushers you all to the Imperial stables where you collect your mounts for the journey. They are fine steeds and will serve you well. You pass through the city's south gate just as dawn is breaking and begin the long ride to Vabou. The rain swept highway is still crowded with refugees but they quickly make way for you when they recognise Quang's Imperial Guard insignia and you reach the village of Uzam in the early afternoon. You pass by the blacksmithy and general store and notice that both places are now closed and boarded up. You are riding past the tavern when you see Kenga, the tavern owner, appear at an open upper floor window. He looks petrified and he is about to shout something to you when he is dragged away from the window by unseen hands.

If you wish to stop and investigate what has just happened to Kenga, [turn to 54](#).

If you decide to do nothing and continue your ride through the village without stopping, [turn to 227](#).

136

A wave of weakness robs you momentarily of your ability to keep your head above the heaving waves. You sink several feet before you are able to propel yourself back to the surface. The Eye has activated and drained you of 3 ENDURANCE points.

If you survive this loss, [turn to 294](#).

137

Lieutenant Quang nods in agreement and you lead him and the Watchers away from the halted refugee column and ride east towards the tree-line of the Nagah Forest. Passage through the tree-line is easy as the forest here is far less dense than it is to the north-east. You make swift progress until you spot something moving up ahead. You signal to your companions to halt.

Using your Sixth Sense and magnified vision skills, you identify the moving object. It is a lone Chagarashi. It appears to be scouting the sparse woodland, looking for refugees that may be attempting to circle around the roadblock.

If you possess Animal Mastery and have achieved the rank of Sun Thane or higher, [turn to 324](#).

If you do not possess this Grand Master Discipline, or if you have yet to achieve the required rank, [turn to 157](#).

138

With immense courage and determination, you resolve to confront Zashnor and slay the evil Nadziran in personal combat. You unsheathe your Kai Weapon, unlock the wheelhouse door, and step out onto the rain-swept stern deck. Zashnor has dismounted from the Zlanbeast and it is about to step onto the gangplank. It sees you and immediately it unleashes a powerful wave of psychic energy with the intention of disabling you before you can launch your attack.

If you possess the Grand Master Discipline of Kai-screen, [turn to 269](#).

If you do not, [turn to 29](#).

139

The horse team comes to a faltering halt and refuses to go any further. They are petrified with fear. Two Chagarashi emerge from the trees ahead and stalk towards the wagon, drooling and gnashing their fangs in anticipation of feasting upon the terrified horses.

If you possess a Bow and wish to use it, [turn to 159](#).

If you do not, [turn to 265](#).

140

Klüz leaps from the saddle and lands on the stone pier with a splash, its kirusami gripped firmly in its leathery black hands. The gathered Doomgah hiss their approval as their leader stomps towards you along the walkway. You steel yourself and prepare to fight this formidable creature to the death.

If you possess Anseng's Kirusami, [turn to 342](#).

If you do not have this Special Item, [turn to 60](#).

141

The doomwolf shrieks in agony and drops heavily to the ground like a sack full of lead apples. Instantly, its body is trampled by your horse's rear hooves, splitting its skull wide open. You sheathe your weapon and push your horse to gallop away as fast he can.

[Turn to 181.](#)

Your glancing blow sends the Chagarashi tumbling backwards into the wet foliage. As it struggles to get back on its feet, you rein in your horse and bring him around to face your wounded foe. Lieutenant Quang and the Watchers come galloping through the trees towards the Chagarashi. It has only just gotten back on its feet when the lieutenant gallops past and deals it a deadly scything blow with his kirusami. The foul creature's head is parted from its body and sent spinning away into the leafy undergrowth.

You signal to Quang and the Watchers to gather in a circle.

‘We must proceed with caution,’ you say. ‘This creature may not have been the only one scouting this area.’

You urge your horse forward and lead the others through the tree-line in single file, with all eyes peeled for the slightest movement among the pines and foliage ahead.

[Turn to 99.](#)

143

You leave the cavalry stables on foot and enter the grand central square of Valus. Several streets and avenues converge at this point. Quang says that you should head for the banks of the estuary but he is unfamiliar with the waterfront precinct of the town. He asks Deng, who is a native of Valus, to suggest the best route to take. The Watcher stares at the flagstones and does not respond. He is still deeply shocked by Chao's death and is lost in grief. Quang turns to you and asks if your Kai skills can be used to determine the best way to go. A signpost in the middle of the square points to three streets that lead off in an easterly direction towards the Tkukoma Estuary.

If you wish to follow the sign pointing north-east towards Xiang Street, [turn to 171](#).

If you choose to follow the sign pointing due east to Fisherman's Quay, [turn to 196](#).

If you decide to follow the sign pointing south-east to Xo-lin Avenue, [turn to 43](#).

Rakhi closes her velvet satchel and places it on the seat beside her.

‘Forgive me for saying this, but you look very tired. Have you had a hard journey to Vabou?’ You smile and nod your weary head. ‘Mmm, then I know just the thing that will make you feel much better.’

Rakhi raises her arm and beckons the young barmaid over to your table. She asks the girl to bring you a pot of boiling water and two teacups. The girl returns shortly with the pot and cups and Rakhi thanks her kindly. You watch with fascination as she removes a pouch of small white flowers from a pocket of her dress and tips them into the pot. As you wait for the flowers to infuse in the steaming water, she informs you that they are fresh Senara blooms that she gathered earlier today. Carefully she lifts the lid of the pot and smiles, then she fills the two teacups with this curious brew.

‘This is Senara Tea,’ she says, ‘it's a wonderful restorative, very popular in my homeland. I recommend we wait a few minutes for it to cool as really it should be served cold for best effect.’

If you possess Grand Pathsmanship and have achieved the rank of Sun Thane or higher, [turn to 52](#).

If you do not possess this Grand Master Discipline, or if you have yet to achieve the required rank, [turn to 179](#).

145

You scramble to your feet and face your enemy. Zashnor has reached the bottom of the gangplank and it levels the Claw of Naar at your chest. Its initial psychic attack has failed to stop you and now it launches a magical attack that it hopes will put paid to you once and for all. The tip of the Claw erupts into a terrifying ball of lightning that arcs across the deck at blinding speed.

Pick a number from the [Random Number Table](#). If you possess the Discipline of Grand Huntmastery, deduct 2 from the number you have chosen.

If your total is now 3 or lower, you lose 3 ENDURANCE from damage caused by the lightning bolt.

If your total is now 4–6, you lose 5 ENDURANCE from damage caused by the lightning bolt.

If your total is now 7 or 8, you lose 7 ENDURANCE from damage caused by the lightning bolt.

If your total is 9, you are engulfed and consumed by the ferocious ball of lightning. Zashnor will recover the Eye of Agarash from your smouldering remains and marry it with the Claw of Naar. The weapon thus created will give the Nadziran the ability to unleash a fireball so powerful that it will incinerate Dwala and all of its inhabitants at one fell stroke. Tragically, you will no longer be able to prevent this catastrophe, for your life and your mission ends here.

If you have survived this magical attack, [turn to 162](#).

146

‘Bhanarian spies,’ he replies with disdain. ‘We’ve caught over a dozen in the past week alone. These two attempted to poison a well in the south-eastern precinct. They will suffer the same fate as all the others. They’ll be beheaded at dawn.’

[Turn to 127.](#)

147

Unfortunately, your answer is incorrect. The Wedding Ring must be in the Gold Box otherwise all the inscriptions would either be true or false. You have lost the Gold Crowns that you wagered.

[Turn to 175.](#)

It starts to rain as you approach the village of Zang at dusk. This picturesque Chai settlement sits astride the highway amidst a range of rolling hills. To the south-east you can see the darkening peaks of the Huzang Mountains, and to the north-west, beyond the hills, you espy the perimeter of the Northern Huzang Forest. Its giant toa trees are swaying gently in the strengthening breeze. You note that Zang has been spared the ravages of last night's storm; its shops and dwellings show no signs of damage. Its citizens have finished a hard day's work and are hurrying back to their homes, anxious to take shelter from the rain and settle down to their evening meals.

Anseng leads you along the muddy main road towards a distant tavern. A brace of copper lanterns creak slowly in the breeze above its shiny red door.

'We'll stay here this night,' says Anseng. 'The owner's an old friend and he owes me a favour or two.'

From the shelter of an awning, the owner's son watches your approach. When he recognises Anseng, he runs forward and takes hold of your horses' bridles. He bows respectfully to Anseng and bids him welcome.

'And it's good to see you again, Jeng,' replies your guide, as he dismounts. He retrieves his polearm from his saddle and then turns to you and says, 'Our horses are in good hands, my Lord. Jeng will take care of them. Come, let's get in out of the rain. I'm so hungry, my stomach's beginning to think my throat's been cut!'

You enter the comfortable warmth of the tavern's taproom. Several of its patrons nod and smile when they recognise Anseng and they do their best to make you both feel most welcome. Tzu, the owner, is not much older than Anseng. He greets him warmly as if he were a long

lost brother. He calls out to his doting wife, Yeng Zhi, to go to the kitchen and fetch some hot food for you both.

‘My best rooms are at your disposal, my friends,’ says Tzu, enthusiastically. ‘It’s an honour and a pleasure to have to stay with us this night.’

The hard day’s ride has taken its toll. You are feeling tired and more than a little saddle sore. You may choose to stay in the taproom and eat with Anseng, or you can go to the room that is awaiting you upstairs and eat alone before you settle down for some much needed sleep.

If you choose to stay in the taproom and eat with Anseng, [turn to 291](#).

If you decide to go to your room and eat alone, [turn to 97](#).

You walk along the paved street, passing closed cook shops and small emporiums that sell clothing, furniture, and fruit, until you arrive at Dwala's main square. At its centre is a tiered pyramid of veined marble topped by a magnificent sculpture of a dragon roaring at the sky. This is the famous Dwala Dragon, erected at a time when the free citizens of Dwala willingly chose to join the Chai Empire many centuries ago. It is a homage to Nyxator, the wise and goodly dragon who, in 12209 MS, created the Lorestones to preserve the powers and knowledge bestowed upon him by God Kai. These ancient gems contained the secrets and the power of the Magnakai Disciplines that you have mastered. Encircling the base of the pyramid are dozens of market trader stalls wrapped in oilskin tarpaulins and wound round tightly with rope. In more clement times the square is a vibrant open market where thousands of goods are bought, bartered and sold every day. Now it is closed, and it looks like it will remain so for several days to come.

Through the teeming rain, you see two thoroughfares that lead away from the main square. One goes north and is called Izara Street. The other heads west and is named Xo Street. A signpost at the start of Xo Street points due west and reads: To the Quay.

If you wish to leave the main square and enter Izara Street, heading in a northerly direction, [turn to 7](#).

If you decide to enter Xo Street and head towards the Quay, [turn to 98](#).

150

Anseng moves towards you, sweeping his glowing kirusami before him like a sorcerous scythe. Resolutely you unsheathe your Kai Weapon, yet as you raise it in readiness to counter his inexorable advance you are engulfed by a wave of nausea that makes you shiver and retch. Once again the Eye has activated, triggered now by the close proximity of the evil power that is driving Anseng to seek your doom: lose 4 ENDURANCE points.

You retreat a few unsteady paces and struggle to suppress the tide of nausea that is sapping your strength. As if sensing your weakness, Anseng lunges forward and thrusts the glowing tip of his cursed weapon at your trembling face.

Anseng (*undead*): COMBAT SKILL 48 ENDURANCE 50

If you win this combat, [turn to 335](#).

151

Priestess Song Tao leads you to an alcove behind the altar and traces her fingertip around one of the engravings on the wall. It activates a secret panel which slides open to reveal a spiral stone staircase. You follow as she climbs to a landing near the top of the tower. A silver-plated door stands before you. Song Tao knocks on this shining door before opening it.

You follow her into a large and impressive circular chamber. Its smooth walls and ceiling are midnight blue in colour and studded with clusters of tiny Caronese crystals. The effect is stunning; it is as if you have just stepped into deep space and are surrounded by thousands of tiny twinkling stars. The chamber is dimly lit by an oil lamp resting on a circular table in the middle of the room. Song Tao raises its wick and the light becomes brighter. It illuminates three people who are seated in winged armchairs on the far side of the chamber. They stand up and Song Tao introduces them to you.

The first is Lord Honos, a journeymage from Dessi. The second is Zautro, a curate Herbwarden from Bautar, and the third is Captain Jian Tzu, the commander of Dwala's City Guard. He is also the leader of the Watchers and a loyal friend and ally to the Elder Magi. It was Jian Tzu who sent Anseng to meet you on your arrival in Chai and to be your guide. When you tell them what has happened since your arrival in Chai, they are relieved to see you still have the Eye of Agarash safely in your possession. They are also shocked and saddened to learn of the regrettable loss of Anseng, Chao, and Lieutenant Quang. Lord Honos assures you that their sacrifice will not be in vain, and neither will it be forgotten. Zautro the Herbwarden steps forward and asks to see the Eye of Agarash. The others, too, are anxious to view this infamous artefact and they gather round.

When you open the leather satchel, you are assailed by a wave of evil energy that drains you of 6 ENDURANCE points.

If you have survived this sudden energy drain, [turn to 309](#).

152

The rain has become heavier while you have been in the tavern. You raise the hood of your woollen cloak and hurry towards the blacksmithy on the opposite side of the paved village road. As you approach the open doors, you sense that something is wrong. There is no sign of Anseng or the blacksmith, and Anseng's horse is also missing. Only your horse remains in the workshop that houses the blacksmith's forge and anvil. You detect fresh tracks in the rust-red dirt of the floor that lead out of the building. Some were made by a horse; others resemble bare human footprints that are significantly larger than normal sized feet. These tracks were made no more than 15 minutes ago. Then you detect a sound coming from somewhere above the workshop: it is the dull thud of a hammer striking a timber floor.

If you wish to climb a flight of stairs to the upper floor of the blacksmith's shop and investigate the curious noise, [turn to 295](#).

If you decide to mount your horse and follow the fresh tracks, [turn to 93](#).

153

It is Anseng, but he is no longer how you remember him. His face is grey and gaunt, and his eyes are now empty sockets that radiate a dull blue glow. Stiffly, he turns towards you with his cupped hands outstretched. There is a loud *crack* and his hands and forearms are wreathed in sparking balls of electric blue fire. Before your disbelieving eyes, these unholy spheres of flame coalesce into a glowing rod that rapidly transforms into the shape of a kirusami. Your Sixth Sense screams a warning that you are in the presence of a great evil that has taken possession of Anseng and turned him into an undead automaton. He opens his mouth as if to scream and the ghastly eyeless head of a black snake emerges from where his tongue should be. He raises his glowing kirusami and scythes the night air with several sweeping strokes. The weapon glows brighter with every stroke he makes.

If you possess a Bow, [turn to 74](#).

If you possess the Grand Master Discipline of Magi-magic, [turn to 24](#).

If have neither a Bow nor Magi-magic, or if you decide not to use either of them, [turn to 150](#).

You reach to your belt pouch, but Shousun has a sudden change of mind.

‘One moment,’ he says. ‘I’ll gladly let you have these ales for free if you’d be so kind to tell me what is happening in the north.’

You look to Quang and he narrows his eyes a little. He is signalling you to say nothing.

‘Come a little closer,’ he says to the inquisitive innkeeper. ‘I will tell you what we know, but I’d prefer that not everyone in your fine establishment hears what I have to say.’

‘Of course, my Lord,’ replies Shousun, with a wry smile. He moves closer to Quang and leans forward so that the Lieutenant can speak quietly in his ear. In a hushed voice, Quang tells him that some of the citizens of Pensei believe their city will be attacked by the Bhanarians. They have decided to leave their homes and travel to Hi’joi by way of Vabou and Klatii. He tells him to have faith in the might of the Chai army and the wisdom of his Khea-khan. If the threat to Pensei is real, we shall prevail.

‘Thank you my Lord,’ says the innkeeper. Having now satisfied his curiosity, Shousun tells you that the ales are on the house. He says that it is an honour to have an Imperial Guardsman visit his humble inn and he invites you all to enjoy a meal and stay the night at his expense. Quang thanks him and accepts his hospitality.

[Turn to 299.](#)

155

You ride along Maoshen Avenue until you come to a flagstoned square bordered on all sides by exclusive emporiums and luxurious dwellings. An ornate cherry-red sign in the middle of the square indicates the way to the Imperial Palace and you follow an adjoining street eastward until you come to a grand plaza. At its centre stands the Imperial Palace, ringed by a high curtain wall. The plaza is crowded with refugees, huddled together in small groups beneath umbrellas and makeshift tents. Carefully, you steer your horse through the frightened citizens and make your approach to the grand outer gate of the palace. The Imperial Guard sentries watch intently as you ascend the wide stone ramp that leads to the arched gate.

If you possess a Durenese Consulate Pass, [turn to 231](#).

If you do not possess this Special Item, [turn to 82](#).

156

The guard pockets your crown, but he does not step aside to allow you to pass through the gate. He looks you up and down and then tells you to pull back the hood of your oilskin rain cape.

If you possess the Grand Master Discipline of Assimilance, [turn to 255](#).

If you do not have this Grand Master Discipline, [turn to 130](#).

157

You watch the Chagarashi moving through the trees and tell your companions to remain as still as possible in the hope that it will not detect you. Unfortunately, the creature catches the scent of your horses and turns its feral gaze in your direction. Upon seeing you and your party it reacts in an instant. Swiftly, it turns about and lopez away through the trees in the direction of the roadblock.

‘I must stop it getting away,’ you shout to your companions. ‘If it makes it to the roadblock, we’ll soon have more than one of them to deal with.’

You spur your horse to the gallop and charge at the fleeing Chagarashi. The creature soon realises that it cannot outrun your horse and defiantly it skids to a halt and turns to face you. As your horse bears down on this snarling beast, you unsheathe your Kai Weapon and raise it in readiness to strike the creature a killing blow.

Chagarashi Scout: COMBAT SKILL 38 ENDURANCE 38

Due to the speed of your attack, you can only engage in one round of combat with this enemy before the momentum of your charging horse carries you past it.

If you kill the Chagarashi in this single round of combat, [turn to 267](#).

If you do not kill the Chagarashi outright with your single blow and lose the same or fewer ENDURANCE points than the Chagarashi, [turn to 142](#).

If you lose more ENDURANCE points than the Chagarashi in this single round of combat, [turn to 88](#).

158

The Doomgah howls with frustration; it can no longer see you. It drops its iron bow and unsheathes its serrated sword. You run to the other side of the wheelhouse and peer around its side to see the Doomgah scurrying along the walkway, slashing at the rain with its black blade in a berserk frenzy. You draw your Kai Weapon as it comes racing down the gangplank, shrieking maniacally. It does not know precisely where you are and you seize this vital advantage. The moment it reaches the stern deck, you spring out from behind the wheelhouse and launch a swift attack.

Mooldor: COMBAT SKILL 36 ENDURANCE 32

Because of the speed and surprise of your attack, you may ignore any ENDURANCE losses you receive in the first round of combat.

If you win the combat, [turn to 300](#).

159

You unshoulder your Bow and take aim at the gaping maw of the leading Chagarashi.

Pick a number from the [Random Number Table](#). If you have Grand Weaponmastery with Bow, add 2 (in this instance, instead of 5) to the number you have chosen. If you have attained the rank of Sun Knight or higher, add another 2.

If your total is now 5 or lower, [turn to 66](#).

If your total is 6 or higher, [turn to 234](#).

160

Your final blow decapitates Xaol and sends his decayed head arcing away into the tempestuous waters of the Tkukoma Estuary. His crippled body drops to the deck and rapidly decays before your eyes. The necromantic spell that raised Xaol from the dead and restored his sundered body has been broken, and now the years of rot and decay that were held at bay rapidly consume his diseased corpse. His serpent rod reverts to its spherical form and lies beside the putrid remains, smoking and hissing intensely.

If you possess Anseng's Kirusami, [turn to 188](#).

If you do not possess this special weapon, [turn to 89](#).

161

None of the militiamen are armed with bows, so you order them to keep their heads below the parapet and prepare to strike hard the moment the enemy show themselves.

‘Don't let them take the parapet walkway!’ you shout.

The Chagarashi lead the attack on the North wall. They leap up and sink their talons deep into the logs and cling on tightly as the Skarada use them like scaling ladders. They clamber up their backs to reach the top of the parapet wall.

You unsheathe your Kai Weapon and join the militiamen crouching along the parapet walkway. The instant the clawed hands and head of the first Skarad appear above the parapet, you spring to your feet and strike.

Skarad: COMBAT SKILL 42 ENDURANCE 40

You may add +3 to your COMBAT SKILL in the first round of this combat. The Skarad is unable to retaliate in the first round as it has not cleared the wall, therefore you should ignore any ENDURANCE loss you sustain in the initial round.

If you win this combat, [turn to 68](#).

A stunning transformation is taking place before your disbelieving eyes. The grey cloaked Nadziran dissolves into a swirling cloud of milky mist that expands and solidifies into a scaly dragon, with frosty-white hide and black fathomless eyes. It opens its jaws to reveal an array of razor-sharp fangs. It roars loudly and a freezing gust of super-cold breath engulfs you, leaving you shivering and chilled to the bone. Your Magnakai Discipline of Nexus saves you from a swift and icy death, but Zashnor seizes the advantage its transformation and breath attack has gained and it comes bounding towards you with murderous intent.

[Turn to 250.](#)

163

You draw upon your Magnakai Discipline of Curing and transfer the healing warmth of your Kai Discipline into the body of the dying man. His weak pulse strengthens and his muscles twitch involuntarily, but he does not regain consciousness. Then his heart stops beating and he slips away into the merciful embrace of death. You were unable to save his life but your effort was not entirely in vain, for his passing was without pain. Now your mind is flooded with unanswered questions. Why was he savagely murdered? What kind of beast is capable of such cold-blooded slaughter? Where is Anseng? Is he still alive or has he, too, met a grisly end?

Galvanised into action by what has happened here, you race down the stairs and mount your horse. Quickly you bring her around to face the open doors and ride out into the pouring rain. The fresh tracks from the Blacksmithy lead you along the paved road until you reach the northern perimeter of the village. Here they leave the highway and veer due east towards the Nagah Forest. A narrow woodsman's trail snakes its way through the Chai pines and the tracks can clearly be seen in its muddy surface. Your Sixth Sense screams a warning that this dense forest harbours an evil presence. You rein in your horse and scan the surrounding trees. At once you detect an ambush has been prepared and several evil creatures are lying in wait for you on the trail ahead.

If you wish to turn around and leave the forest, [go to 218](#).

If you decide to continue along the trail, knowing that to do so will trigger the ambush, [turn to 262](#).

164

You summon your mental power and launch a Mindblast into the grouped Nagah Ghouls. They shriek with pain and drop to their knees, clutching their grey misshapen heads in their oversized hands.

‘Charge!’ shouts Lieutenant Quang, and his stirring command galvanises the Watchers into action. Anxious to seize the advantage your psychic attack has provided, all five of you attack the kneeling Nagah Ghouls before they can get back on their feet.

[Turn to 28.](#)

165

You shout to the others to grab their bows and fire on the leading doomwolf. Quickly they obey and send a volley of well-aimed arrows whistling towards the pack leader. The missiles strike it in the face and chest, killing it instantly and sending its lifeless body hurtling down into the ravine. Its companions halt dead in their tracks, baying and snarling angrily.

‘Dislodge the trunk!’ you cry and leap from your saddle. Quang and the Watchers drop their bows, jump off their horses and together you run to the edge of the ravine. You put your shoulders to the fallen pine and push with all your strength, determined to send it toppling into the deep fissure along with the three remaining doomwolves. The heavy trunk begins to shift but only a little. The first in the line of remaining doomwolves senses what you are trying to do and it musters enough courage to come loping across the tree bridge.

If you have a Bow and wish to use it, [turn to 91](#).

If you possess the Grand Master Discipline of Assimilance, and have attained the rank of Kai Grand Guardian or higher, [turn to 31](#).

If you do not have Assimilance, or have yet to attain the rank of Kai Grand Guardian, or do not have a Bow (or choose not to use it), [turn to 53](#).

You draw upon your mastery of Elementalism to create a sphere of calm air around your body. It helps you to maintain your grip on the ladder and protects you from the crackling energy of the storm. To your dismay, you look down and see the ladder being torn from Ansen's grasp by the shuddering rise and fall of the stricken skyship. Desperately, you cling to the saturated ropes, your stomach churning with every sudden swerve and violent jolt. A fearsome bolt of lightning hits the stern of the skyship and propels it away from the clearing, swinging you dangerously close to the tops of the surrounding trees. You glimpse the light of Ansen's lantern moving across the clearing as he chases the end of the rope ladder. Moments later, the skyship is struck again by lightning and this time it lists heavily to starboard. The ropes are wrenched from your grasp as the ladder whips towards the canopy of the trees, sending you tumbling and crashing through the dense canopy of toa fronds.

If you possess the Grand Master Discipline of Kai-Alchemy, and have attained the rank of Sun Thane (or higher), [turn to 79](#).

If you do not possess this Discipline, or if you have yet to attain the required rank, [turn instead to 123](#).

167

The boat tumbles stern over bow and you are hurled into the raging waters. You plunge deep into the watery abyss, dragged down by the strong currents and the weight of your weapons and equipment. You intone the words of the Brotherhood Spell *Breathe Water* and the crushing pain in your lungs recedes when you begin to absorb oxygen through your skin. With your strength fast returning, you fight your way up from the depths and back towards the surface.

To continue, [turn to 101](#).

168

The eagle-eyed ranger patrol spots you and comes galloping in your direction. Mindful that you do not have any proof of identity, you decide that it would be best if you evaded them.

If you decide to turn your horse around and go back the way you have come, along the margin of the highway, [turn to 205](#).

If you choose to avoid the rangers by heading for cover in the distant hills on the far side of the highway, [turn to 316](#).

Honos is receiving a message from the High Council. He presses the Speaking Stone to his chest and closes his eyes. Another minute passes in silence as you wait for him to conclude his mental contact with his distant elders. He is smiling when he opens his eyes.

‘I am happy to report that my message has been relayed to Lord Rimoah and he's replied most promptly. He will fly directly to Dwala aboard the *Comet* and attempt a landing in front of the North Gate at noon tomorrow, so long as the weather is not too severe. He has also sent a warning to you, Grand Master, that the Eye of Agarash is now known to have revealed your location to the enemy from the moment you departed Pensei.’

‘If this is so, then they will know that you are here in the Tower of Ishir,’ says Zautro, anxiously.

Song Tao uses her goodly powers to calm the Herbwarden's fraying nerves and she recommends that you all should now retire and get some sleep.

‘I will pray to Ishir to grant us a break in the storm so that Lord Rimoah shall be able to land in safety tomorrow,’ she adds, and calls forward Jia Zhai to escort you to your room. You bid good night to the others and follow the Moon Maiden as she leads you out of the chamber and down the spiral staircase to the alcove behind the chapel's altar. She beckons you to follow her to another alcove and she opens a secret door to a comfortably appointed room with a bed and a narrow stained glass window. She wishes you a peaceful night's sleep before leaving.

You remove your oilskin cloak, your boots, and your backpack and place them beside the bed. You are feeling weary and it does not take long for you to drift off into a deep sleep.

Pick a number from the [Random Number Table](#).

If the number you have chosen is 0–2, [turn to 37](#).

If it is 3–6, [turn to 81](#).

If it is 7–9, [turn to 117](#).

170

Swiftly you invoke the Brotherhood Spell *Halt Missile* and the black arrow freezes in mid-air just a few feet in front of your face. You step aside and, moments later, the spell dissipates and the arrow whistles past you to ricochet harmlessly off the wall of the convent several yards along the alleyway behind.

[Turn to 327.](#)

171

A short way along Xiang Street there is brightly lit emporium that buys and sells all manner of goods. Quang wants to purchase a new compass; his army issue one was broken during the fighting at Vabou. You enter this spacious shop and stare in awe at the thousands of items it has for sale. Quang and Deng approach the counter and while the Lieutenant is examining an array of compasses, you browse the shelves. All of the items are labelled and priced. Four of them catch your eye:

- Arrows: 10 Ren each (1 Gold Crown each)
- Lantern: 20 Ren (2 Gold Crowns)
- Rope (50 ft. length): 30 Ren (3 Gold Crowns)
- Potion of Laumspur: 40 Ren (4 Gold Crowns) Restores 4 ENDURANCE when swallowed after combat.

You may buy any of the items listed above for the price indicated. With the exception of the Arrows, they are all Backpack Items that will take up one space in your backpack. You are under no obligation to make a purchase.

You can also sell any of the items you have noted on your Backpack List. The shop will pay 20 Ren for each item, regardless of how much it originally cost. If you wish to sell any of your items, erase them from your list and add 2 Gold Crowns (20 Ren) per item to your Belt Pouch.

Quang finally decides which compass he is going to purchase and he hands 50 Ren to the shop assistant. The wife of the emporium's owner approaches him and they exchange a few words. She is concerned about Deng's morose demeanour and suggests that he would benefit from some Senara Tea. Quang agrees and he gives her 10 Ren. In return, she reaches for a bottle of the tea from the shelf behind her and places it on the counter. Quang uncorks the bottle and

makes Deng drink it. The soothing liquid will help him to recover from his state of shock. When he has consumed the contents, you thank the woman and leave.

At the end of Xiang Street you enter the quayside area. The churning waters of the estuary stretch out before you. Because of the heavy rain and failing light, you cannot see across the estuary to the opposite bank and have no way of judging how wide it is at this point. Quang asks a passer-by for directions to the ferry post and she points south and tells you that it is a five minute walk in that direction. Soon you reach the post and see the ferry boat to Dwala is moored at the quay. You approach it, hoping that you are in time to catch the dusk crossing, but you find that access to this part of the quay has been chained off. A sign hanging from the chain says: Ferry cancelled due to weather.

Directly opposite the quay is a large three-storey building. The ornate sign fixed above its front door says: Ferry House Inn

If you wish to enter the Ferry House Inn, [turn to 114](#).

If you decide to look for someone on the quayside with a boat, and who is prepared to take you across the stormy estuary, [turn to 202](#).

172

Unfortunately, your answer is incorrect. The amounts are the same. After mixing in a quart of oil, the mixture would be vinegar and oil. This would leave of a quart of oil in the first pitcher. Since the other of the removed mixture is vinegar, and this is now mixed into the other pitcher, in the end both pitchers end up with of a quart of the other liquid in them. As they have equal amounts of the other liquid, and the total volumes are equal (back to 5 quarts each), they must have equal amounts of their original liquids.

The patrons mummer their approval when Shou Lin explains the correct solution to the puzzle. You must now erase 10 Gold Crowns from your [Action Chart](#) and give the coins to the old man. Gladly he accepts your payment and praises you for your brave attempt at solving it.

‘Bad luck, my Lord,’ says Anseng, in an attempt to console you. ‘May you have better luck next time.’ You are now feeling very tired and are finding it a little difficult to keep your eyes open. Rather than stay for Shou Lin's next riddle, you bid Anseng good night and retire to your room.

[Turn to 286.](#)

173

You shape your mouth in readiness and shout the Old Kingdom power-word with all your might: '*Gloar!*'

The concussive shock of your spell hits the Claw of Naar and sends it skittering away across the deck, beyond Zashnor's reach. The fell dragon shrieks with rage and slashes wildly at the deck with its powerful talons, gouging and scarring its timbers. You rush forwards with your Kai Weapon unsheathed and poised to strike. You are determined to exploit Zashnor's unfocused fit of anger and slay this evil adversary where it stands.

[Turn to 100.](#)

174

You attack the five undead Nagah Ghouls before they can scramble back to their feet. Lieutenant Quang fights fiercely by your side, and the three Watchers engage those ghouls that attempt to outflank you. Your use of the Kai power-word has given you the combat advantage. You may ignore any ENDURANCE point losses you sustain in the first 2 rounds of this fight:

5 Nagah Ghouls: COMBAT SKILL 45 ENDURANCE 57

You may add 6 points to your COMBAT SKILL for the duration of this fight, for Quang and the Watchers are supporting you in this battle.

If you win this combat, Quang decapitates the heads of the fallen enemy to prevent them from being reanimated by the evil energy that has kept them in an undead state for centuries. As he chops off the head of the last Nagah Ghoul with his kirusami, you feel a chilling aura radiating from the Eye of Agarash. A sudden wave of weakness drains you of 3 ENDURANCE points.

As the nausea subsides, you turn your attention to the Watchers who have all sustained wounds during the combat. By the use of your Magnakai Curing Discipline, you are able to stop their bleeding and help them quickly to recover. You sense that you must now leave this location for there are more Nagah Ghouls in the vicinity and they are heading for the tavern garden, drawn by the foul smell of the spilt blood of their slain brethren. Hurriedly, you all remount your horses and press on with your journey to Vabou without further delay.

[Turn to 227.](#)

Once the puzzling is done and the successful wagers have all been paid out, the taproom settles down and the patrons resume their drinking and convivial conversations. Quang and Deng both won their wagers, but it does little to lift Deng's sullen mood. The innkeeper leaves his counter in the capable hands of his two sons and comes out to mingle with his customers. The storms have been good for business and he is in high spirits. When he passes by your table, Quang stops him and asks if he has any room for the night.

'I'm sorry, my Lord,' he replies. 'We're completely full. Even my attic and stables are occupied tonight.'

'Do you know if anyone is crossing the estuary before nightfall?' asks Quang.

'Not if they know what's best for them. There've been no boats on the waters for the past three days. The ferry is closed and the fishermen are all safely tucked up at home. Well, those that aren't in here that is!'

With each passing minute new customers enter the inn until the taproom is bursting at the seams.

'It's time to leave,' says Quang. 'There little chance we'll find anyone who'll take us to Dwala in here.'

You gather your backpacks and leave the overcrowded inn by way of its back door. An alleyway runs alongside the building and you use it to return to the quayside.

[Turn to 202.](#)

176

You help Kenga to his feet and he leans unsteadily against the counter. He is bruised and dazed from the fall, but no bones are broken and he counts himself lucky to have survived his mishap intact. He thanks you profusely for your assistance and apologises for his clumsiness.

‘I'd like to give you a gift,’ he says, meekly. ‘It's the least I can do to repay your kindness.’

He reaches below the counter and retrieves a small wooden box with a hinged lid. He releases its brass catch and opens it. Inside are three stoppered glass vials, each with a label identifying its contents.

‘Please, dear sir, choose any one you wish.’

The box contains the following potions:

- Laumspur (will restore 4 ENDURANCE points when swallowed after combat)
- Tazheng (a powerful anti-venom)
- Tincture of Sabito root (this potion enables the human body to extract oxygen from water through the skin, permitting anyone who swallows it to ‘breathe’ underwater)

You may choose one of the above potions or you can politely decline Kenga's offer. If you accept one of these potions, remember to record it on your [Action Chart](#). They are all Backpack Items.

You are anxious to return to Anseng and so you bid Kenga farewell and leave the tavern.

[Turn to 152.](#)

Elder Qinlau sees to it that your horses are stabled here at Militia Headquarters. Meanwhile, Captain Xing writes two notes informing his militia sergeants that you and Lieutenant Quang are authorised to take command of their companies. Then he hurries away to the bell tower and rings the bell. It warns the townsfolk that Vabou is in imminent danger of attack and it calls the militia to their battle posts at the watchtowers and along the perimeter walls.

A small group of boys gather at the Militia headquarters. They are messengers who are charged with conveying written orders from Captain Xing to the militiamen. They will also carry reports back from the palisade wall to keep the Captain abreast of any changes in the situation. One of the boys is ordered to take you to the North Watchtower. Another is assigned to Lieutenant Quang and the Watchers who will go to the West Watchtower. As the boys are collecting the notes that Captain Xing has written, Quang and the Watchers bid you good luck and good hunting. You agree to meet back here after the battle, assuming the fight goes in your favour.

The messenger boy escorts through the teeming rain to the North Watchtower. When you arrive, he hands Captain Xing's note to the sergeant in command of the men stationed here. The man's eyes widen with surprise the moment he reads the note and realises who you are: the Slayer of Sejanoz! You instruct him to show you the watchtower and adjoining walls so that you can best deploy his company of militiamen. With pride, he takes you into the tower and up a wooden staircase that leads to the parapet walkway. You order five militiamen to man the tower and deploy the others along the palisade wall. As they hurry to get in position, you see some of the enemy horde approaching the north wall through the sheeting rain. As they come closer, your heart sinks. These Skarada are being led by six Chagarashi. In unison, the snarling horrors throw back their heads

and let loose a chorus of bloodcurdling shrieks; it is the signal to attack!

If you possess a Bow and wish to use it, [turn to 328](#).

If you do not have a Bow, or if you should decide not to use it, [turn to 161](#).

178

You speak the words of the Old Kingdom battle-spell *Invisible Fist* and thrust your clenched right hand towards the Doomgah clustered around the entrance to the pier. The force of your spell punches a hole through their ranks and sends several of them tumbling in all directions. To your dismay, you watch them scramble to their feet and hurry back to join the others. Only one Doomgah has been slain by the force of your spell and its broken body now lies slumped against the front door of the Tkukoma Tavern.

[Turn to 263.](#)

179

As you sip the sweet tasting liquid, immediately you feel the soothing effects of the brew flowing throughout your body. Your muscles and your mind are relaxed by this efficacious tea. If your current ENDURANCE score is lower than it was when you began your adventure, you may now restore 3 points. If, by the use of an advance Grand Master Discipline, you cooled the tea prior to drinking it, you may restore 5 ENDURANCE. Remember that your ENDURANCE score cannot exceed the total with which you started.

With a melodically lilting voice, Rakhi tells you about her life with the troubadours and how much she is looking forward to returning home to Lissan.

If you possess the Samor Queen, [turn to 128](#).

If you do not possess this Special Item, [turn to 225](#).

180

‘You'll find the tower on the other side of the city, my friend. It stands beside the North Gate.’

Pau Ping bids you a kind farewell when you leave his shop. You return to the plaza and consider which street to take from here.

If you wish to enter Drauzhi Street to your left, [turn to 266](#).

If you choose to enter South Avenue directly ahead, [turn to 292](#).

If you decide to enter N'kow Lane to your right, [turn to 221](#).

Steadily, you catch up with Quang and the Watchers. As you rejoin them, you see something blocking the highway in the middle distance. A score of Skarada are shambling along the highway towards you. They took cover in the tall grass when you and your companions rode along this section of the highway two hours ago, and now they are trying to rejoin the survivors of last night's battle. You signal to the others to get off the highway and divert east across the open grassland, towards the western edge of the Tviloi Forest which is visible on the horizon. They acknowledge your command and together you gallop due east. As you race across the open plain, you are able to shake off most of the pursuing doomwolves before you reach the distant tree-line.

Upon reaching the forest you find that the pines are widely spaced and you are able to maintain your fast pace with relative ease. However, this sparse border also makes it easy for a determined handful of doomwolves to maintain their pursuit. The rumble of distant thunder and flashes of sheet lightning herald the return of heavy rain. This sudden change in the weather works to your advantage, dampening the scent of your horses and making it harder for the few remaining doomwolves to track you. At length you come to a denser part of the forest that forces your mounts to slow their pace. It is criss-crossed with several narrow but deep gullies. You work your way around these fissures until you arrive at one that is much longer than the others. It stretches across your path and, at first glance, there appears to be no way to traverse it.

'Over there!' shouts Quang, pointing along the gully towards the east. He has spotted a dead pine that has fallen across this narrow ravine. Its trunk spans the yawning gap and provides a natural bridge to the far side.

Quang takes the lead and you follow him in single file as he steers his horse safely across the fallen pine. When you reach the far side, you hear the ominous growl of a doomwolf close behind. The pack leader and three of its foul brood are in hot pursuit. They have already reached the middle of the tree bridge and will soon be upon you unless you can do something to halt their swift and determined advance.

If you have the Grand Master Discipline of Elementalism, [turn to 92](#).

If you possess the Grand Master Discipline of Kai-Alchemy, and have attained the rank of Sun Knight or higher, [turn to 14](#).

If you have neither of these Grand Master Disciplines, or have yet to achieve the required rank, [turn to 165](#).

182

The arrow whistles towards you with an exceptional speed and accuracy that reveals its magical enhancement. It is a Zejar-dulaga, a sorcerous missile imbued with magical accuracy which is only known to be crafted in the Darklands! Instinctively, you twist aside to avoid it and it rips through your oilskin cape and disappears into the storm-swept waters of the estuary. The rip in your cape is smeared with a black tarry substance with a bitter smell. It is Black Yua venom, a fast-acting and deadly toxin.

The Doomgah Mooldor is reloading its bow and preparing to fire again. You race along the walkway towards the gangplank of the *Silver Virixe*, desperately seeking cover. Mooldor tracks you as you run and unleashes a second arrow. It speeds towards you, forcing you to somersault along the gangplank to avoid being hit. The deadly black arrow strikes the wooden edge of the plank barely inches from your right foot. Gasping for breath, you leap from the plank onto the stern deck of the cargo ship and hurriedly take cover behind the wheelhouse.

If you have a Bow and wish to use it, [turn to 333](#).

If you do not, [turn to 158](#).

You awake just before dawn to the sound of a cockerel crowing in the garden of the inn. You get dressed and check your backpack and weapons before leaving the room. Anseng is already in the taproom. The innkeeper is with him and a breakfast of cold pork and vegetables awaits you on the counter.

After the two of you have consumed the food, Lun-chow escorts you to the rear of the inn and ushers you into a small green-tiled stable. Two fine mares are saddled ready for you to collect. You mount up and Lun-chow bids you both a safe journey as you leave his stable.

It is a grey dawn and a light drizzle is falling. Vabou is slowly awaking to a new day as you follow the main street to the town's north gate. The guards pay you no heed when you pass through the open gate and ride away from Vabou along the highway beyond. This is an ancient road which is paved with weather-worn flagstones. During your morning's ride, gradually the drizzle becomes rain but you are able to make good progress along the smooth paved highway.

You reach the village of Uzam shortly after midday. Anseng signals to you to halt before you enter the settlement. He dismounts and inspects his horse's forelegs.

‘As I thought,’ he says, disappointedly. ‘The shoe on her left hoof is loose. If we continue on with it like this, she’ll shed this shoe and go lame before the afternoon is out.’

Only two nails are holding the shoe in place. You will need to find a blacksmith who can put this right before you leave the village.

[Turn to 209.](#)

Quang and Deng accept your decision with good grace. Chao is delighted and eagerly he leads you along the main street to his modest home on the eastern edge of the village. You dismount and tether your horses beneath an open-sided shelter at the side of the two-storey house. Chao leads you around to the front door and knocks four times. You hear the sound of scurrying feet and the door swings open. Before you stands Shen-Yin, Chao's wife. She beams with delight when she sees her husband and throws herself into his open arms. She is clearly overjoyed by his unexpected return. Chao motions you to enter and you go through into a parlour where five young children are sitting in a circle on the pine wood floor in front of a brick fireplace. They are happily playing with their toys. They look at you with quizzical expressions, but when they see their father in the doorway behind they leap to their feet and rush to embrace him.

Shen-Yin relinquishes her hold on Chao and welcomes you to their home. With some difficulty, Chao gently extricates himself from the grip of his excited children and introduces you to his wife. Bai needs no introduction for he has visited here many times in the past. Chao tells Shen-Yin that you are bound for Valus on imperial business and that you can only stay here overnight. She is understandably disappointed to hear that her husband will be home for such a short time, but she puts on a brave face and draws comfort from the fact that they are together again, albeit briefly. She gathers the children and shoos them upstairs so that you have the parlour to yourselves. Then she disappears into the kitchen to prepare some tea and food for you all.

After a simple but reviving meal and copious cups of tea, Chao and Shen-Yin retire upstairs leaving you and the others to sleep on the parlour floor. There is not much room but you are all thankful to be out of the rain and in warm home on this bleak and stormy night. You fall asleep with ease but you do not rest easily. You are haunted by

dreams filled with sinister shadowy images and premonitions of impending loss. Thrice you awaken during the night, drenched in cold sweat, and each time you do you find it hard to go back to sleep. Due to your poor night's sleep and the chilling nightmares you have suffered, you lose 2 ENDURANCE.

Chao wakes you all up at dawn. While you are checking your equipment and preparing for another long day in the saddle, Shen-Yin prepares breakfast and brings it to you in the parlour. While you are eating, Quang tells you that it is a thirty mile ride from here to Valus and he wants to reach the town by late afternoon. You finish your food while listening to the sounds of the children playing in their room above. When the time comes to leave, Quang, Bai, and Deng go and feed the horses while you and Chao help Shen-Yin to clear away the breakfast dishes. You bid her thanks and walk to the front door to go and assist the others. Chao holds his doting wife in a warm and loving embrace and assures her that he will return soon. You are touched by the deep affection they have for each other. Quietly, you exit the door and see Quang leading two horses, yours and Chao's, out of the shelter by their reins. You climb into the saddle and hold Chao's horse alongside. Soon you are joined by Quang, Bai, and Deng astride their mounts and patiently you wait for Chao to appear. After a few minutes, Quang calls out:

‘It's time to go, Chao!’

The door opens and Chao and his wife share a final embrace in the doorway before Chao, sheepishly, bids a final farewell to his wife and climbs into the saddle. With a wave, Shen-Yin bids you goodbye and Godspeed as you set off along the highway heading east from Jueng.

[Turn to 103.](#)

185

At the entrance to Maoshen Avenue is an apothecary shop. Its bow window is empty, but there is a lantern hanging above the front door that illuminates a sign that says it is still open for business. You secure your horse to a hitching rail and enter. Inside you find the old apothecary overseeing his assistants, directing them to clear the shelves and pack his stock of pills and potions into straw-lined boxes. He, too, is preparing to leave Pensei. You are about to turn around and exit the shop when he bids you stay and peruse a shelf of potions that have yet to be cleared.

‘Finest potions in all Chai,’ he fawns, ‘best you buy now. Maybe your last chance.’

You inspect the remaining items and find the following tinctures and potions:

- Laumwort: 20 Ren (2 Gold Crowns). Restores 2 ENDURANCE when swallowed at any time.
- Oxydine: 40 Ren (4 Gold Crowns). Restores 2 ENDURANCE when swallowed at any time. It also cures Korovax infections.
- Laumspur: 50 Ren (5 Gold Crowns). Restores 4 ENDURANCE when swallowed after combat.
- Alether: 60 Ren (6 Gold Crowns). Adds 2 COMBAT SKILL for the duration of one combat.
- Malavan: 60 Ren (6 Gold Crowns). Increases the effect of Mindblast, Psi-surge, and Kai-surge, by adding 2 COMBAT SKILL for the duration of one combat.
- Karmo: 100 Ren (10 Gold Crowns). When taken before combat, this potion doubles your ENDURANCE points score for the duration of the combat. It has heavy side effects that sometimes can result in death. After consuming Karmo, you must pick a number from the [Random Number Table](#). The number you choose determines

how many ENDURANCE points you lose as a consequence of the side effects (0 = zero).

You may buy any of the potions listed above for the price indicated. They are all Backpack Items that will each take up one space. You are under no obligation to make a purchase.

You ask the apothecary if he knows the quickest way to reach the Imperial Palace.

‘You can go along Maoshen or you can go along Tzushen. Both good. Both get you there equal soon.’

You thank the old man before you leave his apothecary shop and retrieve your horse.

If you wish to continue along Maoshen Avenue towards the north, [turn to 126](#).

If you decide to follow Tzushen Avenue towards the east instead, [turn to 251](#).

186

In the light of the oil lamp, Zautro removes a selection of rare herbs from his belt pouches and a small mortar and pestle. He prepares a concoction that restores 8 ENDURANCE when you swallow it. Additionally, he offers you a potion of Laumspur (will restore 4 ENDURANCE when taken after combat) which you may keep in your backpack, space permitting.

To continue, [turn to 338](#).

Anseng passes you a scrap of paper on which to write down your answer and tells you to put your name on the reverse side. When the hourglass runs out, Tzu shouts: 'Time's up!' The patrons hold up the scraps of paper on which they have written their answer and their name, and these are quickly gathered up by Yeng Zhi. She gives them to Shou Len and he removes the ones that have the correct answer. You are disappointed to see that your scrap of paper is not among them.

It was 41 years ago that the mother (who is now 80 years old) was exactly three times the age of her daughter. The daughter was 13 years old and the mother was 39 years old.

Only three patrons solved the puzzle. You are happy to see that one of them was Anseng. Yeng Zhi collects his winnings and places them on your table, together with his original bet in its paper wrap. He won 4 Ren, double the amount of his wager.

If you wish to wager on Shou Len's second riddle, [turn to 110](#).

If you decide to bid Anseng good night and retire to your room upstairs, [turn to 286](#).

188

You place the blade of the Kirusami under the sphere and flip it over the gunwale of the ship. It hits the raging waters and explodes, showering you with foaming spray. You have dispensed with the necromancer's head and his accursed weapon, consigning them forever to a watery grave, but in doing so the blade of the Kirusami is irrevocably damaged. The shining steel fractures and then shatters. The broken shards scatter across the rain-swept deck and are transmuted into lead by the dying power they harboured. (Erase Anseng's Kirusami from your [Action Chart](#).)

Your eye is caught by movement on the quayside. The Doomgah are slowly and nervously returning to the stone pier. They are very wary but they are also very curious to discover if Xaol has been triumphant. You crouch low to avoid being spotted and shuffle your way towards the door of the wheelhouse. You resolve to get below deck and find a place to hide before the Doomgah muster enough courage to come along the pier and board the *Silver Virixe*. When they find the ruined remains of Xaol's corpse, they will likely come searching for you.

Your basic Kai Discipline of Mind Over Matter deals quickly and easily with the padlock on the wheelhouse door. It snaps open and you slide back the door and enter. Swiftly, you tug the door closed behind you and use the padlock to secure it from the inside. A set of wooden steps lead down to the lower deck where you discover the crews' quarters. There are two cabins notably larger than the others: the Captain's cabin and the Purser's Cabin.

If you wish to explore the Captain's cabin, [turn to 40](#).

If you choose to investigate the Purser's cabin, [turn to 285](#).

189

The Watchers are settled in their saddles, poised to fire at the advancing Skarada upon Quang's command. You level your Bow and draw a bead on the leading Skarad that is stalking through the undergrowth.

Pick a number from the [Random Number Table](#). If you possess the Discipline of Grand Weaponmastery and are proficient with a Bow, you may add 5 to the number you have chosen.

If your total is now 5 or lower, [turn to 121](#).

If it is 6 or higher, [turn to 198](#).

190

Beyond the South Gate is a large flagstoned plaza, bordered by several shops that sell clothing, groceries, fine art, curios and musical instruments. At the centre of the plaza stands a marble statue of Kheakhan Zha-zhing, Lao Tin's father, surrounded by a pool of crystal clear water. Most of the shops are closing for the night and their owners are pulling down the shutters on their windows and front doors, but there is one that is still open for business. It is located close to the South Gate and the sign above the door says Pau Ping's Potions and Lotions. There are three streets which converge at the plaza: Drauzhi Street, South Avenue and N'kow Lane.

If you wish to pay a visit to Pau Ping's Potions and Lotions, [turn to 105](#).

If you wish to enter Drauzhi Street to your left, [turn to 208](#).

If you choose to enter South Avenue directly ahead, [turn to 292](#).

If you decide to enter N'kow Lane to your right, [turn to 221](#).

191

Frequent bolts of lightning illuminate the muddy highway as you trudge the final mile to Dwala's south gate. Upon arriving at the gate, a guard steps from his sentry post and demands you pay the night entry toll. Passage in and out of the city is free during the hours of daylight, but after dark a toll of 20 Ren (2 Gold Crowns) is imposed on all non-residents wishing to enter, and 10 Ren (1 Gold Crown) on all those wanting to leave.

If you choose to pay the entry toll, deduct 2 Gold Crowns from Belt Pouch and then [turn to 156](#).

If you do not, or if you do not have sufficient Gold Crowns to do so, [turn to 94](#).

192

You sling the strap of the satchel over your head and right shoulder and position it across your body, so that the bag rests on your left hip. The Eye of Agarash is a Special Item. If you already possess the maximum number of Special Items allowed, you must now discard one in its favour. The Eye radiates an evil energy that will periodically drain you of ENDURANCE points. You will be told whenever this energy drain occurs. If you possess the Grand Master Discipline of Kai-screen, the loss of ENDURANCE will be limited to only 1 point each time an energy drain occurs. Make a note of this when you record the Eye of Agarash in the Special Items section of your [Action Chart](#).

The chilling effect of the Eye strengthens your determination to prevent this evil artefact from falling into enemy hands. You must transport it safely to the Kai Monastery of Lorn where Supreme Master Lone Wolf will ensure it is placed in a secure location, beyond reach of Zashnor and its foul cohorts.

[Turn to 113.](#)

193

Yong Street is a wide paved thoroughfare bordered by warehouses and wagon depots. This north-eastern part of Dwala is where goods are stored and processed before they are shipped out, either by boat or wagon, to destinations in Chai and abroad. The largest of the warehouses, Peng Packing & Shipping, is still open at this late hour.

If you wish to enter this warehouse and ask for directions to the Tower of Ishir, [turn to 21](#).

If you decide to continue walking along Yong Street, [turn to 7](#).

194

You grip the reins tightly in your left hand and make a scything sweep at the nearest doomwolf as it attempts to bite your right foot.

Doomwolf: COMBAT SKILL 30 ENDURANCE 26

You can only engage in one round of combat with this enemy before the momentum of your galloping horse carries you away from it.

If you kill the doomwolf outright, or if your loss of ENDURANCE points is lower than the number of points lost by the doomwolf, [turn to 283](#).

If you lose more ENDURANCE points than the doomwolf in this single round of combat, [turn to 315](#).

195

‘Chagarashi!’ screams Anseſg, ‘Iſhir ſave us!’

The ghastly creatures detect the ſcent of the frightened wagon horſes and detach themſelves from the tattered remains of their victims. With murderous intent, they come loping along the muddy highway with their bloodied mouths agape.

‘We muſt protect the horſes!’ ſhouts Anſeng, and hurriedly he diſmounts from the wagon and unſhoulders his kirusami. Your mount is overcome with sheer terror. He rears up and you are thrown out of the ſaddle onto the muddy ground. Before you can attempt to calm him, he bolts and gallops away along the highway you have juſt travelled. Chengu is ſhaking with fear. Deſperately he fights to regain control of his panicking horſe team as the Chagarashi increaſe their loping pace.

Drenched with rain and plastered with ſticky mud, you ſcramble to your feet and ruſh to join Anſeng who is ſtanding defiantly on the highway between the onruſhing monſters and the terrified wagon horſes. Coolly, you unſheathe your Kai Weapon and ſtand beſide your guide. Two of the howling horrors launch themſelves upon you while the third beaſt leaps through the air and ſlaſhes at Anſeng with its razor-ſharp talons.

Chagarashi: COMBAT SKILL 44 ENDURANCE 40

You muſt fight theſe two creatures as one enemy.

If you win the combat, [turn to 302](#).

You follow this street towards the quayside. Halfway along it you see a cook shop selling hot food and cold tea. Quang decides to enter this shop to purchase something that he is certain will help the despondent Deng: a bottle of Senara Tea. Quang pays the shopkeeper 10 Ren and the man places the bottle on the shop counter. Quang uncorks it and makes Deng drink it all down. The soothing liquid will help him to recover from his state of shock. When he has consumed the last drop, Quang thanks the shopkeeper and you leave.

At the end of street you arrive at the quayside area. The churning waters of the estuary stretch out before you. Because of the heavy rain and failing light, you cannot see across the estuary to the opposite bank and have no way of judging how wide it is at this point. You find the ferry post and see the ferry boat to Dwala moored alongside the quay. You approach it, hoping that you are in time to catch the dusk crossing, but only to discover that the gangplank has been chained off. A sign hanging from the chain says: Ferry cancelled due to weather.

A hundred yards along the quayside, Lieutenant Quang spots a small brick built cabin with a roof of thick red tiles. It is the Coast Guard station and he marches towards it at a brisk pace. Inside you find the Quay Master seated at his desk. He is hunched over a detailed map of the Tkukoma Estuary with a mug of steaming jala cupped in his hands. Quang asks him if he has any Coast Guard boats operational in the estuary and the thin-faced Quay Master snorts with derision.

‘In this weather? Not likely!’

‘Then by the power vested in me by Khea-khan Lao Tin, I am commandeering one of your boats,’ replies Quang, officiously, and he shows the Quay Master his insignia of rank. The man looks at his insignia, then he looks at you and Deng and he bursts out laughing.

‘I am not joking,’ retorts Quang. ‘I demand you let me inspect your fleet.’

‘My fleet?’ replies the Quay Master, chuckling under his breath. ‘Very well, I’ll show you my fleet. Follow me.’

You leave the Coast Guard station and follow the Quay Master along the quayside to a small rowing boat tethered by a rope to an iron ring in the wall.

‘There, that’s my fleet. All that’s left of it that is. You’re welcome to commandeer it if you wish.’

The Quay Master turns on his heel and marches back to his station, laughing all the way. You look down at the rowing boat and your heart sinks. It is a sturdily built craft but there is only enough room for two. If the three of you were to attempt to cross the stormy estuary in this tiny boat it would surely capsize. Quang places his hand on Deng’s shoulder and the Watcher raises his head and looks unblinkingly into the Lieutenant’s steely eyes.

‘I am discharging you of your duties, Deng,’ he says. ‘You have served loyally and bravely and I will commend you to the Khea-khan. Return to the cavalry barracks and join with Bai. Accompany him on his ride back to Jueng tomorrow.’

Deng nods his head and salutes the Lieutenant. He wishes you both good luck before he leaves the quayside and walks away into the teeming rain. You watch him go. He does not look back.

‘It is best he goes with Bai tomorrow,’ says Quang. ‘If they should run into the enemy during their journey, they’ll stand a better chance of surviving than if Bai were to go alone.’

‘It will be hard on them to tell Shen-Yin that she has lost her husband,’ you reply.

‘Yes ... yes it will,’ says Quang, his voice tinged with bitter sadness. ‘Her husband ... and her sister too. When I spoke with Bai at the stables, he told me that when he searched the farm house next to the barn, he found the bodies of Shen-Yin's sister and her husband. Both had been murdered by the Skarada.’

‘This is so sad,’ you reply, ‘I pray that Ishir will give her strength to bear her grievous loss.’

Quang walks to the edge of the quay and loosens the rope securing the rowboat.

‘Perhaps we should wait until the storm abates,’ you say.

‘There's no chance of any improvement in this foul weather,’ replies Quang. ‘We could be waiting here for days. It's not uncommon for it to be stormy at this time of the year, but I've never known anything like this. I fear there are dark forces in play. We must reach Dwala and you must deliver the Eye to the Elder Magi as soon as possible. The crossing will be difficult but it will not be impossible. We must place our trust in God Kai to see us through to the other side, and we must be away at once. It's now or never.’

You step into the boat and set the oars into the rowlocks. Quang casts off and you commence your voyage out into the treacherous waters of the Tkukoma Estuary.

If you possess the Grand Master Discipline of Elementalism, and have attained the rank of Kai Grand Guardian or higher, [turn to 122](#).

If you do not have this Discipline, or if you have yet to achieve the required rank, [turn to 11](#).

197

You recite the words of the spell and point your left hand at the creature. The tingling power of Brotherhood magic flows along your arm and erupts from your fingertips. In an instant, a blinding bolt of electrical energy arcs along the pier towards the creature's armoured chest. It reacts with stunning speed, catching the crackling bolt on the blade of its polearm and grounding it to the wet stone-block surface of the pier. The bolt flares briefly and vanishes in the blink of an eye.

[Turn to 140.](#)

198

The Skarada are less than thirty feet away when Lieutenant Quang shouts 'Fire!' As one, you release your straining bowstrings and send a volley of Arrows whistling into the advancing enemy. The missiles all hit their mark and the four Skarada tumble forwards, mortally wounded. Quang compliments everyone on their fine bowmanship and orders you all to shoulder your bows. You comply with his order and follow behind as he canters his horse towards the fallen Skarada. Two of them have been killed outright, and the remaining two are swiftly put out of their misery by the blade of Quang's kirusami.

Your Sixth Sense warns you that these Skarada are not the only ones of their kind occupying the tree-line. Another two groups are now rushing towards this area, from the east and the south. Fearing that you could be surrounded by them when they converge, you shout a warning to Lieutenant Quang and he quickly mounts his horse and brings it alongside yours.

'We can't go forward and we daren't go any deeper into the forest,' he says, thoughtfully. 'We'd best take our chances out on the plain. We're behind the Chagarashi roadblock now. If the highway is clear between the roadblock and Vabou, we'll ride there directly.' You agree with the Lieutenant's plan and pass the word to the Watchers. Together, you turn your horses to the west and ride out from the tree-line, heading for the highway two miles beyond the open grassland.

[Turn to 108.](#)

199

You lift the lid and find a tray containing the captain's clothes and personal possessions all neatly arranged. You lift the tray out of the chest and, in the space beneath, there is a brass banded toa wood box. You open it and discover eight vials standing upright in its partitioned interior. This is a potions box and it contains the following:

- 2 Potions of Laumwort: Each potion restores 2 ENDURANCE when swallowed at any time.
- 3 Potions of Laumspur: These each restore 4 ENDURANCE when swallowed after combat.
- 1 Potion of Oxydine: Restores 2 ENDURANCE when swallowed at any time. It also cures Korovax infections.
- 1 Potion of Alether: This potion adds 2 COMBAT SKILL for the duration of one combat.
- 1 Potion of Malavan: This potion increases the effect of Mindblast, Psi-surge, and Kai-surge, by adding 2 COMBAT SKILL for the duration of one combat.

These potions are all Backpack Items. Each individual potion will each take up one space in your backpack. If you wish to take any of them, make the necessary adjustment to your Backpack List. You may discard any of the Backpack Items already on your list to make room.

To continue, [turn to 260](#).

200

You retrieve 3 Gold Crowns from your belt pouch and place them in girl's hand. She thanks you politely and returns to the counter. From snippets of conversation you overhear, you learn that the entertainers are a band of travelling troubadours who hail from the city of Durwan in Lissan. They are on their way back to their native city after having performed in several taverns and inns of Pensei. The musicians begin to play a lively tune and a trio of pretty dancing girls whirl and twirl around the taproom to the delight of the patrons. One of the girls is wearing a tight-fitting red silk dress, and she glances repeatedly in your direction as she gyrates around the room. It appears that she has taken a special interest in you.

When the performance comes to a close, the patrons give a loud cheer and the girls pass among them collecting donations of Ren from the appreciative audience. After the money has been gathered up, the troubadours thank the Chai for their generosity and leave the taproom by way of the curtained archway. A few minutes later, the girl in the red silk dress reappears. With a charming smile, she comes and sits opposite you at your table. She tells you her name is Rakhi and says she has never seen anyone quite like you before. She asks if you are a Northlander. Your senses detect that she is genuinely friendly and does not intend to do you any harm. You reply that you are indeed a Northlander, but you refrain from telling her exactly which realm of the Northlands you hail from. 'I thought so,' she beams, joyfully. 'I have something that may be of interest to you.'

She places a velvet satchel on the table and flips it open. It contains four ceramic phials, each one stoppered with a cork and carefully labelled and priced. She invites you to inspect them and gives an assurance that they are all genuine potions.

- Laumspur (will restore 4 ENDURANCE points when swallowed after combat): 50 Ren / 5 Gold Crowns

- Tazheng (a powerful anti-venom): 60 Ren / 6 Gold Crowns
- Tincture of Sabito root (rare in this part of Magnamund, Sabito enables the human body to extract oxygen from water through the skin, thus permitting anyone who swallows it to 'breathe' underwater): 80 Ren / 8 Gold Crowns
- Karmo: 120 Ren (12 Gold Crowns). When taken before combat, this potion doubles your ENDURANCE points score for the duration of the combat. It has heavy side effects that sometimes can result in death. After consuming Karmo, you must pick a number from the [Random Number Table](#). The number you choose determines how many ENDURANCE points you lose as a consequence of the side effects (0 = zero).

You may purchase any or all of these potions for the price indicated. If you wish to make a purchase, remember to adjust your [Action Chart](#) accordingly. These potions are all Backpack Items.

To continue, [turn to 144](#).

201

Anseng fought the Wild Guanza with admirable skill and courage and survived their sudden attack, but sadly his horse has been badly mauled by the voracious reptilians. You try to revive his fallen steed but it is too late to save it. With heavy heart, Anseng retrieves his weapon and equipment from the saddle of his dead horse. Now with only one horse, you take turns riding while the other jogs alongside.

A few miles beyond the copse, you see a stationary wagon on the rain swept highway ahead. You magnify your vision and discern that the wagon has shed a wheel. Its driver is attempting to fix it.

If you wish to stop and help the wagoneer, [turn to 310](#).

If you prefer to continue along the highway without stopping to assist the wagoneer, [turn to 8](#).

202

You walk along the quayside, scouring every vessel that is tied up here. Most are firmly tethered to cast iron moorings and shrouded with oilskin tarpaulins. You find only one that appears to be in a ready state to depart. Its owner is fixing its mooring rope when you approach.

‘Hail, sir,’ says Quang. ‘Would you be prepared to take us across the estuary to Dwala?’

The boatman regards the Lieutenant with a look of incredulity.

‘Some say I’m a little bit mad. But I’m not that mad. What you propose it nothing less than suicidal!’

If you wish to offer to pay the boatman for his services, [turn to 87](#).

If you decide that trying to persuade him to ferry you across the estuary is a waste of your precious time, [turn to 261](#).

As you continue your ride south, the cloud and persistent rain becomes increasingly darker and heavier. The tall grassland gradually recedes and your horses are able to pick up their pace, but you are sorely aware that the easier going will also help the Skarada to track you. After an hour spent crossing the plain, you spot something in the distance that makes you call your companions to a halt. You magnify your vision and focus on the dark shape ahead.

‘What is it, my Lord?’ asks Quang, anxiously.

‘Skarada,’ you reply, uneasily. ‘Lots of Skarada.’

You can see a large formation of the creatures more than five hundred strong. They are moving towards the east and are crossing your route of escape. The lieutenant proposes that you change direction and head south-eastwards. This will put you on a course to Vabou and should enable you to reach the town ahead of the Skarada horde. You and the Watchers agree to the lieutenant's proposal and together you set off at a brisk pace.

You reach the west gate of Vabou shortly after dark. The two sentries posted here come smartly to attention and salute the instant they recognize Quang's Imperial Guard insignia. Hurriedly they push open the gate and you ride into the town, along the same road that you travelled two days ago when you arrived here by wagon with Anseng and Chengu. Quang takes the lead and the rest of you follow as he canters his horse along the lantern-lit road to a junction at the centre of the town. He is familiar with Vabou, having stopped here overnight on many occasions whilst travelling from Pensei to Valus to meet with the town's military commander.

Quang crosses the junction and brings his horse to a halt before a large green-tiled two storey building with a tall bell tower. It is the

house of the town elder and headquarters of the Vabou militia. You all dismount and follow the lieutenant through its ornate arched doorway. When you stride into the reception hall, you find Elder Qinlau and Militia Captain Xing seated at a large pine table heaped with parchments. They are locked in conversation. Both of them turn their heads, recognise the familiar face of Lieutenant Quang, and immediately stand up and salute him.

‘It's an unexpected pleasure to see you again, Quang,’ says Captain Xing. ‘But what brings you here at this late hour?’

The lieutenant tells Captain Xing of your difficult journey from Pensei, your encounter with the Skarada and your discovery of the refugee massacre in the hills. Both Elder Qinlau and Xing are visibly shocked by his chilling report. Quang informs them that a large force of Skarada is heading for Vabou from the west, and he urges Xing to muster his militiamen and deploy them on the palisade wall at once. He is certain that the enemy will attack Vabou during the night.

The Captain tugs a large scroll from under the pile of documents and clears the table with one swift sweep of his arm. Quickly, he unfurls the parchment and lays it out on the bare table top. It is a detailed plan of Vabou. He motions Quang and yourself to come forward and examine it.

‘You'll see that there are four watchtowers located in palisade wall, at the north, south, east and west corners. I have only 100 militiamen at my command, just 25 men to deploy at each of the towers and its adjoining section of wall.’

‘The Skarada will most likely attack either the west or north wall,’ says Quang, ‘I suggest you deploy 30 militiamen at each of these points, man the south and east watchtowers with 5 men apiece, and hold back a mobile reserve of 30 men ready to plug any gaps or counter any enemy that break through the walls.’ Captain Xing nods in agreement.

Lieutenant Quang asks the Captain if he may take a few minutes to speak to you and the Watchers. The Captain consents and Quang takes you and the Watchers to one side. He speaks with a hushed voice.

‘My Lord, our only hope of getting you to your rendezvous in two days' time is if we help Captain Xing to defeat the Skarada. We all saw this afternoon that the enemy is moving in force towards this town from the west. It's certain the first few miles of the highway to H'lau are now in their hands. If we can defeat them when they attack Vabou, we may get a chance to break out of the town and head for H'lau across the Huzang Plain. Clearly, it's now too late to leave Vabou by the south road. If we were to try to reach Klatii in the rain and darkness, the Skarada would slay us before we'd got beyond a mile of the town's south gate.’ You all know that Quang is correct and, as one, you consent to his proposal; you will stay and fight.

‘We will help with the defence,’ says Quang, much to Captain Xing's relief. His militia are adequately armed, but they are not trained soldiers. They will fight hard to protect their town and their families, of this he is sure, but he is afraid they will be no match for the Skarada in close combat. It will greatly improve the odds to have a Kai Grand Master, an Imperial Bodyguard, and three able Watchers fighting alongside them. Both Xing and Elder Qinlau thank you for your help. The Captain says that your service would be best put to use where the threat of attack is greatest: at the West and North watchtowers.

If you wish to go to the North Watchtower and help the militia prepare to defend it, [turn to 177](#).

If you decide to go the West Watchtower and help the militia prepare to defend it, [turn to 104](#).

204

At once you recognise the creatures responsible for this carnage; they are Skarada. Bai and Deng are so shocked and outraged when they see this terrible scene that they cannot suppress their anger.

Vehemently, they curse the murdering bloodthirsty beasts. Lieutenant Quang hisses at them to be quiet but their curses have already reached the ears of the closest Skarada. One of them emits a piercing shriek and a dozen of its confederates respond immediately. They cease their gruesome feasting and come bounding up the slope of the hill towards your position.

If you wish to evade these Skarada, you can tell Quang and the Watchers to retreat from the hilltop and hurry back to the horses. [Turn to 343.](#)

Of you can unsheathe your Kai Weapon and prepare to fight the advancing Skarada the moment they reach the top of the hill. [Turn to 118.](#)

205

The Chai rangers are expert horsemen riding strong horses and steadily they close the gap between you. It will be impossible for you to outdistance them. Upon realising this, you decide that another course of action is needed. You rein in your horse and turn her into the refugee column, forcing your way across the flow of wagons and people. The moment you reach the opposite side of the highway, you urge your mare to the gallop and head due west towards a range of low hills. They will provide you with good cover in which to shake off the Chai cavalymen who have followed in your wake and are now pursuing you across rain-swept grassland.

The rangers give up the chase as soon as you enter the hills. Reluctantly, they turn their horses around and ride back to the highway. As you watch them go, you resolve to head north through the hills and attempt to return to the highway nearer Pensei. You have been riding for an hour when you happen upon a large timber cabin surrounded by a split log fence.

If you wish to stop and investigate this remote homestead, [turn to 76](#).

If you do not, you can continue your ride through the hills by [turning to 337](#).

206

The arrow tip gouges your right shoulder and the missile whistles past to ricochet off the wall of the convent several yards along the alleyway behind. Lose 3 ENDURANCE.

If you have survived this wounding, [turn to 327](#).

207

You attack the five undead Nagah Ghouls before they can stagger back to their feet. Lieutenant Quang fights fiercely by your side, and the three Watchers engage those ghouls that attempt to outflank you. Your use of the Old Kingdom power-word has given you the combat advantage. You may ignore any ENDURANCE point losses you sustain in the first round of this fight:

5 Nagah Ghouls: COMBAT SKILL 45 ENDURANCE 59

You may add 6 points to your COMBAT SKILL for the duration of this fight, for Quang and the Watchers are supporting you throughout this battle against these fearsome creatures.

If you win this combat, Quang decapitates the heads of the fallen enemy to prevent them from being reanimated by the evil energy that has kept them in an undead state for centuries. As he chops off the head of the last Nagah Ghoul with his kirusami, you feel a chilling aura radiating from the Eye of Agarash. A sudden wave of weakness drains you of 3 ENDURANCE points.

As the nausea subsides, you turn your attention to the Watchers who have all sustained wounds during the combat. By the use of your Magnakai Curing Discipline, you are able to stop their bleeding and help them quickly to recover. You sense that you must now leave this location for there are more Nagah Ghouls in the vicinity and they are heading for the tavern garden, drawn by the foul smell of the spilt blood of their slain brethren. Hurriedly, you all remount your horses and press on with your journey to Vabou without further delay.

[Turn to 227.](#)

208

Daruzhi Street is a cobblestoned thoroughfare well-lit by latticed street lanterns. Fifty yards along it you see two shops that stand directly opposite each other and are still open for business.

If you wish to visit Shau Zau's General Store, [turn to 13](#).

If you choose to visit Zian-zu's Weapon Shop, [turn to 325](#).

If you decide to continue along Daruzhi Street, [turn to 266](#).

209

The tell-tale sounds of a hammer beating upon an anvil leads you to a Blacksmithy on the north side of this attractive little village. The friendly blacksmith examines Anseng's horse and says he can fix the loose horse shoe for 20 Ren (2 Gold Crowns). Having spent all of his money on the hire of the horses from Lun-chow, it falls to you to pay the charge. You must deduct 2 Gold Crowns from your [Action Chart](#). If you do not have enough money to pay the blacksmith's fee, he will accept one item (of your choice) from your backpack as payment.

Anseng says he will wait here at the Blacksmithy while the work is carried out. He suggests that you spend the hour more profitably at one of the establishments located opposite the Blacksmith's forge.

If you wish to pay a visit to the village tavern, [turn to 120](#).

If you decide to explore the village General Store, [turn to 73](#).

210

You unsheathe your Kai Weapon, unlock the wheelhouse door, and race out across the rain-swept stern deck towards the bow of the ship. You are halfway to the foredeck when you hear Zashnor screaming with glee. The sound of its hideous gloating scream makes you glance over your shoulder and you are mortified by what you see. Zashnor has reached the bottom of the gangplank and it is taking aim with the Claw of Naar at your back. The tip of the Claw erupts into a terrifying ball of lightning that arcs across the deck at blinding speed.

Pick a number from the [Random Number Table](#). If you possess the Discipline of Grand Huntmastery, deduct 2 from the number you have chosen.

If your total is now 3 or lower, you lose 3 ENDURANCE from damage caused by the lightning bolt.

If your total is now 4–6, you lose 5 ENDURANCE from damage caused by the lightning bolt.

If your total is now 7 or 8, you lose 7 ENDURANCE from damage caused by the lightning bolt.

If your total is 9, you are engulfed and consumed by the ferocious ball of lightning. Zashnor will recover the Eye of Agarash from your smouldering remains and marry it with the Claw of Naar. The weapon thus created will give the Nadziran the ability to unleash a fireball so powerful that it will incinerate Dwala and all of its inhabitants at one fell stroke. Tragically, you will no longer be able to prevent this catastrophe, for your life and your mission ends here.

If you have survived this magical attack, [turn to 162](#).

211

You rip away a piece of loose planking and quickly unshoulder your Bow. Drawing an Arrow to your lips, you take aim at the head of the nearest approaching Chagarashi and let slip your straining bowstring.

Pick a number from the [Random Number Table](#). If you possess Grand Weaponmastery with Bow, add 5 to the number you choose.

If your total is now 5 or lower, [turn to 307](#).

If it is 6 or higher, [turn to 23](#).

212

You collect your horse and continue along Tzushen Avenue until you come to a large junction called the Zha-zhing Circle. Several thoroughfares converge at this place, like the spokes of a giant wheel joining its hub. An ornate green sign indicates the way to the Imperial Palace and you follow the street until it arrives at a grand plaza. At its centre stands the Imperial Palace, ringed by a high curtain wall. The plaza is crowded with refugees, huddled together in small groups beneath umbrellas and makeshift tents. Carefully, you steer your horse through the frightened citizens and make your approach to the grand outer gate of the palace. The Imperial Guard sentries watch intently as you ascend the wide stone ramp that leads to the arched gate.

If you possess a Durenese Consulate Pass, [turn to 231](#).

If you do not possess this Special Item, [turn to 82](#).

213

You walk along the paved avenue, passing by closed cook shops and small emporiums that sell clothing, furniture, and fruit, until you arrive at Dwala's main square. At its centre is a tiered pyramid of veined marble topped by an impressive sculpture of a dragon roaring at the sky. This is the famous Dwala Dragon, erected at a time when the free citizens of Dwala willingly chose to join the Chai Empire many centuries ago. It is a homage to Nyxator, the wise and goodly dragon who, in 12209 MS, created the Lorestones to preserve the powers and knowledge bestowed upon him by God Kai. These ancient gems contained the secrets and the power of the Magnakai Disciplines that you have mastered. Encircling the base of the pyramid are dozens of traders stalls wrapped in oilskin tarpaulins and wound round tightly with rope. In more clement times the square is a vibrant open market where thousands of goods are bought, bartered, and sold every day. Now it is closed, and it looks like it will remain so for several days to come.

Through the teeming rain, you see two streets that lead away from the main square. One goes north and is called Izara Avenue. The other heads west and is named Xo Street. A signpost at the start of Xo Street points due west and reads: To the Quay.

If you wish to leave the main square and enter Izara Avenue, heading in a northerly direction, [turn to 7](#).

If you decide to enter Xo Street and head towards the Quay, [turn to 98](#).

214

Your Kai mastery enables you to accurately predict the weather in the next few hours. You sense that the storm will not abate until dawn. You inform Anseng of this and he gives you a wry smile. He is clearly impressed by your acuity and accepts without question that your prediction is correct.

[Turn to 30.](#)

215

You climb up and share the bench seat with the driver. He presents his palm and you press a Gold Crown into it. He snatches the coin to his eyes and scrutinises it in the lantern light.

‘Mmm, a Sommlending Crown,’ he mutters. ‘Long time since I’ve seen one. Good gold these are. Pure gold. Better than silver Ren any day.’

He tucks the crown into his waistcoat pocket and whips the reins again. You command the horses to go on and at once they respond to your silent command.

Frequent bolts of lightning illuminate the muddy highway as you travel the short distance to Dwala's south gate. The driver pulls his team to a halt a hundred yards short of the gate and you climb down onto the rutted highway. The instant you are off the wagon, he whips the reins and urges his horses forward.

As you walk towards the gate in the pouring rain, you observe a guard step out of his sentry post and talk briefly with the driver before allowing his wagon to enter. When you reach the gate shortly after the wagon has passed through, the guard steps forward and demands that you pay the night entry toll. Passage in and out of the city is free during the hours of daylight, but after dark a toll of 20 Ren (2 Gold Crowns) is imposed on all non-residents wishing to enter, and 10 Ren (1 Gold Crown) on all those wanting to leave.

If you choose to pay the entry toll, [turn to 156](#).

If you do not, or if you do not have sufficient Gold Crowns to do so, [turn to 94](#).

Lieutenant Quang enters the farm house. Once he has checked that the dwelling is empty, he beckons the Watchers to join him. You take up a position on the threshold of the creaking door and jam your foot against it to hold it open.

The interior of the farm house shows signs of having been abandoned in a hurry. The embers of a log fire are still aglow in its stone fireplace, and the remnants of a hastily eaten meal remain on the table. The Watchers seat themselves around the table and rest their weary heads in their hands. Quang remains standing. Chao, Bai, and Deng are close to tears. They have been badly affected by the massacre of the refugees. You listen to Quang as he tries to console them but they are consumed with grief and do not respond. Then he reminds them that they must put duty first. Escorting you to your rendezvous place must be their first and foremost concern. By fulfilling this goal they will help bring about the swift avenging of the murdered refugees. The lieutenant's words inspire the Watchers and they draw strength from them. Soon they are able to compose themselves and refocus on doing their duty.

Quang is able to gather enough food from the kitchen shelves to provide everyone with a meal. He brings you a bowl of cold boiled rice and diced raw vegetables before joining the others seated around the table. As they eat in silence, you eat your food with your fingers while you scour the surrounding countryside. Soon you detect movement along the ridge of distant hills. You magnify your vision and see a war party of Skarada moving rapidly along the hillcrest. They are heading in your direction.

‘They're coming!’ you shout, and your warning galvanises your companions into action. As one, they rise from the table and quickly gather their weapons and equipment. In less than a minute you are all

back in the saddle and heading south, eager to avoid being caught by the murderous Skarada.

[Turn to 203.](#)

217

Your Arrow strikes Mooldor between its glowing orange eye slits. For a few moments it stands transfixed, then it drops to its knees and falls limply on its side in a puddle at the entrance to the pier's walkway. You exhale with relief; the Doomgah archer is dead.

[Turn to 300.](#)

218

You ride back along the old foresters' trail, haunted with concern for Anseng's safety. Your Sixth Sense tells you that he is still alive and that he is no longer in this vicinity, but you cannot discern for sure if he is unharmed or if he is being held captive somewhere deeper in the forest. You resolve to return to Uzam and continue your journey north to Pensei alone. You can but hope that your brave and resourceful guide will find a way to join you on the highway to the capital before the day is out.

[Turn to 58.](#)

219

Your Arrow hits the twisted metal shaft of the Claw of Naar and sends it skittering away across the deck, beyond Zashnor's reach. The fell dragon shrieks angrily and slashes at the deck with its powerful talons, smashing the Arrow to splinters and gouging furrows in the timbers. You drop your Bow and rush forwards with your Kai Weapon unsheathed and poised to strike. You are determined to exploit Zashnor's unfocused fit of wild rage and slay this evil adversary where it stands.

[Turn to 100.](#)

220

Three refugee wagons lay overturned in the shallow basin of the valley, their contents spilled out and scattered among the tall foliage. Lying among them are the torn and bloodied remnants of many Chai civilians. It is impossible to estimate just how many refugees have been slaughtered here for none of their corpses are wholly intact. You are sickened to witness several hulking grey shapes moving about in this killing field, pausing only to snatch up and gnaw at the remains of the dead.

If you have arrived at this location from the eastern tree-line, [turn to 204](#).

If you have arrived here from the halted refugee column, after having chosen to go west (section 239), [turn to 332](#).

221

N'kow Lane follows the curve of Dwala's city wall in a northerly direction. Most of its shops are now closed, but you discover two that stand directly opposite each other and are still open for business.

If you wish to visit Shen's Hardware Emporium, [turn to 245](#).

If you choose to visit Qui Ling's Weapons Shop, [turn to 71](#).

If you decide to continue along N'kow Lane, [turn to 346](#).

222

You launch a Kai-surge at the entity and it penetrates its ghostly form, disrupting its ability to leech psychic power from the dome of darkness. Your swift action saves your companions from a gruesome fate, but your hasty attack weakens you and leaves you shivering with psychic shock: lose 5 ENDURANCE.

The entity senses your weakness and it focuses all of its power upon you. You steel yourself for the psychic combat that is about to begin.

Spectral Entity: COMBAT SKILL 45 ENDURANCE 38

This is a psychic combat without physical contact. You cannot add any bonuses to your COMBAT SKILL that you would normally gain by the use of your Kai Weapon and by the Grand Master Discipline of Grand Weaponmastery. Your Grand Master Discipline of Kai-surge will grant you a +8 bonus to your COMBAT SKILL but at a cost of -1 ENDURANCE per round of combat.

If you win this combat, [turn to 330](#).

223

The evil power that brought Anseng back from the dead is the same fell force that has compelled the Skarada and Chagarashi to attack Vabou this night. By slaying the undead Anseng, you have banished this force and broken the spell that has driven the creatures to assault the town walls. The Skarada that are fighting Quang and the Watchers are devastated by the sudden lifting of the spell and their nerve shatters. Desperately, they break off from the fight and scramble to escape through the hole in the palisade wall.

Quang and the Watchers let them go. They have put up a good fight against a strong enemy, but they have all sustained wounds in the combat. Using your Magnakai Discipline of Curing, you staunch their wounds and repair the gouges and punctures caused by Skarada fangs and talons. Your companions are thankful to have you on their side. As they carry out a makeshift repair on the hole in the East wall, you return to Anseng's ashes and offer up a silent prayer to God Kai to save the soul of this brave man. You are finishing your prayer when you hear the sound of the bell tolling in the tower at militia headquarters. It is announcing victory; the battle has been won!

You return to the militia headquarters where you are greeted by a jubilant Elder Qinlau and Captain Xing. The enemy are fleeing from Vabou and the town has been spared the massacre that would surely have followed if they had broken through the palisade wall. Quang and the Watchers are exhausted and in desperate need of rest. You resolve to get some sleep here at the headquarters and leave at daybreak. Elder Qinlau provides you all with food (restore 3 ENDURANCE) before you take your leave and go to the stables. The bales of hay stored in the stables' loft provide you with a soft bed for the night.

[Turn to 133.](#)

The smell of spilt Chagarashi blood makes your horse whinny with fear. You draw on your Magnakai Discipline of Animal Control to calm him, and you rally Quang and the Watchers with a stirring battle cry you know they will respond to: 'For Chai!'

The Skarada are now fast closing in around the open barn doors. They are armed with flint axes and long-bladed bone daggers. You dig your heels into your horse's flanks and jolt him forward in a desperate effort to escape before the Skarada can block the exit. Your horse is back under your control and he responds at once to your actions. He bolts through their closing ranks and you gallop away along the muddy farm track. Quang and the Watchers follow in your wake. The snarling Skarada slash and stab at them as they race out of the barn, forcing to them run a deadly gauntlet before they can get away.

You come to the end of the farm track and turn your horse to the east. When you look back towards the barn, you are relieved to see that all of your companions have escaped and are galloping along the track towards the farm entrance. By the time the Skarada reach the farm's split pine fence, you are all racing along the highway in the pelting rain with your heads down and your cheeks pressed close to your horses' necks.

Only when you can no longer see the farmstead and the Skarada do you signal to Quang and the others to bring their horses to a halt. Your mounts are breathless and their sweaty flanks steam in the pouring rain. Your companions, too, are weary. They slump in their saddles and struggle to regain their composure. Quang comes forward and halts his horse alongside yours.

'That ... was a close thing,' he says, gasping for breath. 'We've you to thank for getting us out of that barn alive.'

Then you hear a loud splash behind you and immediately you sense that something awful has happened.

[Turn to 65.](#)

225

‘I have something else to offer that may interest you,’ she says, enticingly. She finishes her tea and reaches to a small scarlet gem that is strung around her throat on a fine gold chain. She unhooks its clasp and passes it to you.

‘It belonged to my mother. She gave it to me when I joined the troupe. It has magical properties that have kept me safe since I left Durwan.’

You examine the gem and your Sixth Sense reveals that it does indeed have magical properties. It is a Wardstone, one of many such artefacts that were created by the Elder Magi millennia ago. It is imbued with the power to weaken undead creatures.

‘It can be yours for only 200 Ren.’

If you wish to buy this Wardstone for 200 Ren (20 Gold Crowns), [turn to 241](#).

If you decide not to buy it, or if you cannot afford the price that Rakhi is asking for it, [turn to 26](#).

226

Amongst the foliage you recognise some Alether plants. Their usually shiny orange berries have become spoiled by excessive rainfall and most of the ones you find are dull brown and mildewed. You are able to gather a handful that has not been spoiled, enough for one dose. When swallowed before combat, Alether will increase your COMBAT SKILL by 2 for the duration of the combat.

You keep the Alether Berries in your jacket pocket. Make a note of them and their effect in the margin of your [Action Chart](#) as they do not take up any space in your backpack.

[Turn to 27.](#)

Soon the village of Uzam is little more than a dot on the rain swept horizon behind you. The highway ahead is filled with refugees and the column of people and wagons has slowed almost to a halt. With Lieutenant Quang in the lead, you push your way through this jam until you can go no further. When you reach the head of the stagnant column you quickly discover why the flow of traffic has ground to a halt.

You magnify your vision and, in the middle distance, you see several dozen Chagarashi have set up a road block where the highway crosses the open plain north of Vabou. They are accompanied by other creatures you have never encountered before. You inform the lieutenant of what you can see and his face drops; his worst fears have been confirmed.

‘They are sealing off the highway to prevent reinforcements from reaching Pensei from the south,’ he says, in a grave tone. ‘Some of Zashnor's horde must have penetrated the Szuchow hills and come around our flank. We'll not reach Vabou by the highway now. We'll have to make a detour around this roadblock and try to get to the town before nightfall by some other way.’ Quang scours the surrounding countryside but he cannot decide which way is best to avoid the enemy.

If you wish to advise the Lieutenant to go east, using the sparse cover of the trees that border the highway, [turn to 137](#).

If you choose to advise him to go west and try to make best use of the cover afforded by the hills bordering the Chai Plain, [go to 239](#).

Klüz shrieks with agony when you land your killing blow. Clutching at its sundered breast plate, it tumbles off the stone pier and plummets head first into the heaving waters of the Tkukoma Estuary. For a few moments its fell weapon, Zukgudrak, balances precariously on the edge of the walkway. Then the howling winds catch its heavy blade and send it spiralling down into the dark waters to join its owner.

The Doomgah at the far end of the pier are devastated by the defeat of their leader. They break and run in all directions to escape a similar fate by your hand. Only one remains behind. Your Magnakai Discipline of Divination informs you that this creature is Mooldor, Klüz's sycophantic and vengeful lieutenant. The creature raises its iron bow and lets loose a black arrow aimed at your heart.

Pick a number from the [Random Number Table](#). If you possess the Grand Master Discipline of Grand Huntmastery, add 2 to the number you have picked.

If your total is now 4 or lower, [turn to 35](#).

If it is 5 or higher, [turn to 182](#).

229

The minimum bet that Shou Len has levied on his second riddle proves too rich for the other patrons, including Anseng. You are the only one to make a bet and all eyes turn to you when Shou Lin begins to speak.

‘One pitcher has five quarts of oil in it. Another contains five quarts of vinegar. I take a quart of oil from the first pitcher and mix it into the pitcher of vinegar. Now, I take a quart of oil from this mixture and stir it back into the pitcher full of oil. Tell me, is there now more oil or less oil in the first pitcher as there is vinegar in the second pitcher?’

A hush descends on the taproom as the patrons eagerly await your answer.

If your answer is ‘more’, [turn to 172](#).

If your answer is ‘the same amount’, [turn to 15](#).

If your answer is ‘less’, [turn to 33](#).

230

Suddenly you realise that you are not being subjected to an audio attack. The noise that fills your head is the effect of a powerful psychic assault upon your senses. Hurriedly, you call upon your Magnakai Discipline of Psi-screen to protect your mind from this powerful psychic assault, and you are able to create a mental wall to repel it. However, it takes you crucial seconds to erect this defensive wall and you suffer a painful psychic shock before it is completed: lose 4 ENDURANCE points.

Sensing your distress and eager to exploit it, the ghoulish figure leaps towards you brandishing his black staff. In the blink of an eye, the staff transforms into a hissing serpent. It is disturbingly similar to the snake which emerged from the mouth of undead Anseng! You reach for your weapon and pull back as the serpent's venomous fangs strike out for your throat.

Xaol the Necromancer (*reconstructed undead, with Serpent Rod*):
COMBAT SKILL 50 ENDURANCE 50

This enemy is a powerful undead adversary. If your chosen weapon provides you with a bonus when used in a fight against an undead foe, be sure to calculate and add the bonus to your COMBAT SKILL before this battle begins. If you possess the Kai Weapon 'Spawnsmite' or 'Valiance' you may add the bonus that you gain from its unique properties during this combat.

If you win the combat, [turn to 160](#).

231

You are stopped at the gate by three Imperial Guardsmen who challenge you to identify yourself and state your business here. You give them the Durenese Consulate Pass that you received from Envoy Helsar and they examine it carefully. One of the guardsmen calls for his sergeant to come forward and he hands the hard-faced warrior your pass. After scrutinising it for a few moments, he commands a squad of his imperial soldiers stationed in the courtyard beyond the gate to come forward and surround you. The sergeant looks once more at the pass and swiftly snatches the horse's reins from your hands.

‘You're under arrest. Come with me,’ he says, curtly. The squad unshoulder their kirusamis and point them at you menacingly. You are left in no doubt that they will use them if you attempt to escape.

The sergeant and his men escort you and your horse into the courtyard and take you to a blockhouse. You are pulled from the saddle and pushed towards its open door.

‘Did you really think you could use this pass to enter the Imperial Palace?’ says the sergeant, with contempt. ‘These numerals tell me you are seventy-nine years old. Hah! If that is so, you're the youngest old man I've ever seen!’

You are grabbed by two of the sergeant's men and shoved through the blockhouse door.

[Turn to 270.](#)

232

The boat tumbles stern over bow and you are hurled into the raging waters. You plunge deep into the watery abyss, dragged down by the strong currents and the weight of your weapons and equipment. You struggle to take off your backpack and retrieve the Tincture of Sabito Root. In doing so, you lose two of your possessions. You must now erase any two items you wish from your Backpack List.

Within seconds of consuming the tincture, you feel the crushing pain in your lungs recede as you begin to absorb oxygen through your skin. With your strength fast returning, you fight your way up from the depths and back towards the surface.

To continue, [turn to 101](#).

233

You draw upon your advanced Discipline of Animal Mastery and command the doomwolf alongside you on the left to fall asleep. The creature is in a highly excited state and it resists your psychic order, but the power of your command is strong enough to fill its mind with a fog of confusion. It stumbles and nosedives into the grassland, snapping its neck as its head sinks deeply into the soft ground. Startled by its sudden death, the two doomwolves on your right ease back and you are able to quickly outpace them.

[Turn to 264.](#)

234

Your Arrow enters the creature's gaping mouth and penetrates the base of its brain, killing it instantly. The second beast halts dead in its tracks and looks down at the twitching body of its fallen companion with a mix of fear and anger. Hurriedly, you draw another Arrow to your Bow and take aim at the stationary creature.

Pick a number from the [Random Number Table](#). If you have Grand Weaponmastery with Bow, add 2 (instead of 5) to the number you have chosen. If you have attained the rank of Kai Grand Defender or higher, add another 2.

If your total is now 5 or lower, [turn to 131](#).

If your total is 6 or higher, [turn to 243](#).

235

Your Arrow misses the Claw of Naar and embeds itself in the ship's gunwale. Hurriedly, you drop your Bow, unsheathe your Kai Weapon and rush towards Zashnor as it struggles to pluck the Claw off the swaying deck. It grasps it unsteadily between two of its talons and fires off another bolt of energy in your direction. It is hastily cast and poorly aimed. The bolt shoots close by your left hip, melting the frost on the satchel containing the Eye as it crackles past and discharges harmlessly in the stormy waters of the estuary. You have avoided being hit directly, but the Eye is activated by the power of the Claw and it drains you of 2 ENDURANCE points.

Courageously, you strike the taloned hand of the Ice Dragon and send the Claw skittering away across the deck, beyond Zashnor's reach. The fell dragon shrieks with rage. You resolve to exploit Zashnor's unfocused burst of anger and slay this evil adversary where it stands.

[Turn to 100.](#)

236

Quang and the Watchers are greatly impressed by the way in which you have dealt with the doomwolves. They punch the air and shout in unison: 'Paizar!'

You smile and nod your head in acknowledgement of their generous praise. As the echo of their cheer fades away among the surrounding trees, you feel a sudden wave of weakness coursing through your body. It makes your stomach churn and leaves you gasping for breath. Once again, the Eye of Agarash has activated and this time it drains you of 5 ENDURANCE.

Wiping a trickle of cold sweat from your brow with the back of your trembling hand, you swallow hard and quickly reassure your companions that you are fit to continue.

[Turn to 10.](#)

237

You urge the horses to increase speed but they are reluctant to respond. The screeching cries of Chagarashi have become increasingly louder and the wagon team are succumbing to their primeval fear of being eaten alive.

If you possess the Kai Grand Master Discipline of Animal Mastery, [turn to 85](#).

If you do not possess this Kai Grand Master Discipline, [turn to 139](#).

Lord Honos and Herbwarden Zautro come running up the stairs from the convent's cellar. They are covered with plaster dust and look badly shaken. You ask if Priestess Song Tao is safe. They glance at each other and then look dejectedly at the floor and shake their heads.

‘Grand Master,’ says the Captain, urgently. ‘You must leave here. It is too dangerous for you to stay any longer.’

He stands in the open doorway and points along the alley to a passageway at the southern end.

‘Turn right at the end and the passage will take you to Izara Street. Go left when you reach Izara and you'll soon arrive at the Main Square. Look for the sign to the Quay. Follow the sign and you'll be sure to reach the quayside. Make your way to the stone pier in the middle of the quayside and look for the *Silver Virixe*. She is a Korlian cargo ship berthed at the end of the pier. She will be bound for the Port of Suhm as soon as the storms abate. Go aboard her and hide yourself below deck. If it is safe to do so, we will come for you an hour before noon and bring you back here to the North Gate in time for Lord Rimoah's arrival.’

‘And what if you don't come?’ you ask, pragmatically.

‘If we don't come for you,’ replies Jian Tzu, ‘then the situation here will have escalated beyond our control. You should remain hidden aboard the ship. Once it sails and is safely beyond the estuary, you should make yourself known to the Captain. His name is Chengan. He is a Watcher and he is loyal to our cause. He will convey you to the Port of Suhm and from there you will be able to make contact with your Kai Monastery on the Isle of Lorn. We will send word of this to Lord Rimoah ... if we are able.’

You acknowledge the Captain's words and set off from the kitchen doorway. But you have barely taken a dozen steps along the alleyway when you see a group of leathery black creatures appear in the passageway beyond. They are armed with iron bows. One of them raises its bow and a black arrow comes speeding directly towards your head!

If you possess Magi-magic and wish to use it, [turn to 78](#).

If you possess Kai-alchemy, have attained the rank of Sun Knight or higher, and wish to use your advanced skill, [turn to 170](#).

If you do not possess any of these Grand Master Disciplines, have not yet achieved the rank required, or if you choose not to use them, [turn to 290](#).

239

Lieutenant Quang nods in agreement and you lead him and the Watchers away from the halted refugee column and ride west towards the southern end of the Szuchow hills. The grass and mixed foliage is taller and denser here than it is on the east side of the highway and you make slow progress. As your horses push on, it is as if they are wading through a thick green sea that swirls around your knees. You are little more than a mile from the hills when Quang signals everyone to halt. He has seen something suspicious and he points to it. You magnify your vision and scour the rain drenched grassland. Immediately, you spot three Chagarashi snaking their way through the foliage towards you. They are less than fifty yards away. Quang says it would be best to avoid them and you agree. He proposes that you circle around this area and attempt to enter the hills further south.

[Turn to 284.](#)

240

You twist the portal's silver handle and, to your relief, you discover it is unlocked. You push it open and step across the threshold into a small chapel dedicated to Goddess Ishir. Standing before a wooden altar draped with a silver cloth stands a Priestess of the Moon, a devout acolyte of Ishir. She is clothed in a beautiful robe of shimmering white silk interwoven with threads of fine silver. She leaves the altar and walks towards you with her delicate hands crossed upon her chest.

‘I am Priestess Song Tao,’ she says, softly. ‘Welcome.’

You sense the aura of goodness that she exudes and it flows over you like a cool refreshing breeze (restore 1 ENDURANCE point). You introduce yourself and tell her that you are the Kai Grand Master whom Anseng had been sent to escort to Pensei. She asks after your guide and she is deeply saddened to hear what became of him. She closes her eyes and a single tear trickles down her pale cheek. Slowly, she opens her eyes and holds you with a mesmerizing stare. Your Sixth Sense tells you that she is looking into your mind. When she is sure that you are indeed a Kai Grand Master, she uncrosses her hands and beckons you to follow her.

‘There are some important people that are waiting for you. Come with me.’

[Turn to 151.](#)

241

You agree to Rakhi's proposal and pay her 20 Gold Crowns from your belt pouch. You may record this Wardstone on your [Action Chart](#) as a Special Item that you wear around your neck, suspended by its gold chain. If you enter into combat against an undead adversary whilst in possession of this item, you may reduce your enemy's COMBAT SKILL by 3 for the duration of the fight.

Rakhi is delighted and she puts the Gold Crowns in her velvet satchel.

‘Thank you very much,’ she says. Then she leans across the table and kisses you fondly on the cheek. It is at this moment that Anseng arrives, having just completed his long conversation with the innkeeper.

‘I see you've found a new friend while I've been gone,’ he says, with a grin, ‘and I must admit, she's a lot prettier than me.’

Rakhi giggles and bids you both goodnight. Clutching her velvet satchel, she leaves the table and Anseng sits himself opposite you. You ask him about his negotiations with the innkeeper and he nods his head wearily.

‘Lun-chow drives a hard bargain,’ he replies, ‘but we have ourselves two new horses. I had to pay him every Ren I possessed to get them. Don't worry, my Lord. The Khea-khan is a generous man and he will recompense me once we reach Pensei.’

Anseng tells you that two rooms for the night were part of the bargain he struck with Lun-chow. He hands you a key and tells you that your room is number 5.

‘We have another long ride ahead of us tomorrow. Let's get some rest, for we must leave at dawn if we are to reach Pensei by nightfall.’

Together you leave the booth and pass through the curtained archway. Both of your rooms are located on the ground floor, next to each other. Anseng wishes you a good night's sleep before retiring to his room, number 4.

To continue, [turn to 341](#).

242

The approaching Chagarashi and Skarada split into two groups and come rushing around the sides of the barn. The moment they disappear from your view, you shout to the others:

‘Mount up! Let's get out of here!’

Quang and the Watchers leave their locations and race to their horses. Rapidly, you mount your horse and spur him towards the open doors. You are halfway across the barn when two Chagarashi appear in the open doorway and throw their arms wide. They spread their sinewy fingers and their razor-sharp talons glint in the dull light. They are attempting to block your escape.

You are almost upon them when your horse rears up in alarm. The Chagarashi seize this opportunity and leap forward to attack.

2 Chagarashi Scouts: COMBAT SKILL 45 ENDURANCE 45

You struggle to control your frightened horse throughout this combat. Its wild and erratic movement makes it hard for you to strike these enemies with precision. Deduct 4 points from your COMBAT SKILL for the duration of this fight.

If you win the combat, [turn to 224](#).

Your Arrow pierces the creature's chest and makes it shriek loudly. It stumbles forward a few steps and then collapses face first into the mud, its heart skewered by the tip and shaft of your well-aimed missile.

'Fine shooting, my Lord,' says Anseng, settling himself down on the driver's seat beside you, 'Though I must say that this does not bode well for us. I've never known these creatures to venture this far south before. Something has made them come here, something more than a hunger for horseflesh.'

Your Sixth Sense warns you of an evil presence in the surrounding trees, an evil that is supernatural in nature, but you decide not to inform Anseng of your feelings for it will only disturb your brave guide unnecessarily. Once again you call upon your Magnakai Discipline of Animal Control to calm the wagon team. They are slow to respond to your soothing commands but your persistence pays off. When they have settled, you flick the reins, and the team sets off at a steady pace. Slowly they gather speed as their confidence returns.

You have covered less than a mile when you come to a sharp bend in the road. You rein in the horses to negotiate this difficult hairpin bend, but upon clearing it your heart sinks when you see a strange phenomenon blocking the highway. Barely fifty yards ahead, a semi-circular dome of swirling dark energy crackles and hisses as it brings the surface of the muddy road to the boil. Ghostly grey images swoop in and out of this dark dome, trailing wreathes of steam as they emerge from its unnatural blackness. Anseng can hardly believe what he is seeing. He opens his mouth to voice his shocked surprise but no sound emerges. His eyes widen with fear when he realises he can no longer speak.

If you possess Kai-screen and have achieved the rank of Grand Thane, [turn to 61](#).

If you do not possess this Grand Master Discipline, or if you have yet to achieve the rank of Grand Thane, [turn to 102](#).

244

‘Charge!’ shouts Lieutenant Quang, and his stirring command galvanises the Watchers into action. You rush forward and join them as they take the fight to the Nagah Ghouls.

[Turn to 304.](#)

245

This hardware emporium is owned by Shen and his wife Meixiu. They greet you with a pleasant smile and invite you to peruse their wares. The shelves are stacked high with myriad items and all of them have a price tag. Those that catch your eye are:

- Crowbar: 20 Ren (2 Gold Crowns)
- Lantern: 20 Ren (2 Gold Crowns)
- Iron Pot: 20 Ren (2 Gold Crowns)
- Hammer: 30 Ren (3 Gold Crowns)
- Rope (50 ft. length): 30 Ren (3 Gold Crowns)
- Potion of Laumspur: 40 Ren (4 Gold Crowns) Restores 4 ENDURANCE when swallowed after combat.
- Spyglass: 50 Ren (5 Gold Crowns)

You may buy any of the items listed above for the price indicated. They are all Backpack Items that will take up one space in your backpack. You are under no obligation to make a purchase.

Shen will buy any items you have noted on your Backpack List. He will pay 10 Ren for each item, regardless of how much it originally cost. If you wish to sell any of your items, erase them from your list and add 1 Gold Crown (10 Ren) per item to your Belt Pouch.

Shen and Meixiu bid you good night when you leave the shop.

If you choose to visit or revisit Qui Ling's Weapons Shop on the opposite side of the street, [turn to 71](#).

If you decide to continue along N'kow Lane, [turn to 346](#).

246

As the last of the ghastly ghouls is decapitated by your final blow, you detect movement in the surrounding trees. Another gang of undead horrors are rapidly closing in, drawn by the stench of the spilled blood of their deathly comrades. You urge your horse to follow Anseng's tracks, but the terrified mare shies away. Try as you may, you cannot override her primeval instincts to flee in the opposite direction, back along the trail that led you to this grisly encounter.

[Turn to 218.](#)

247

You trudge across waterlogged grassland to reach the muddy highway. This road connects Dwala with the coastal port of Czantai to the south. Its surface is deeply rutted, a consequence of the heavy wagons that travel this trade road every day. Approaching from the south you see a covered wagon drawn by four horses. Glowing latticed lanterns hang from its four corners and the blue and gold emblem of the port of Czantai is displayed on both sides of its canvas roof.

If you wish to flag down the wagon and ask the driver to let you travel aboard, [turn to 303](#).

If you choose to let the wagon pass on its way and walk the remaining mile of highway to Dwala, [turn to 191](#).

248

Anseng tells you that his ornate bladed polearm is called a kirusami. It resembles a short spear with a curved blade fixed at one end. The blade is beautifully engraved and razor sharp. This distinctive weapon says much about Anseng's distinguished military career. Only the Chai Imperial Guard are permitted to own and use such weapons, and only the bravest of their cadre are allowed to keep them when they retire from service. A thin strip of supple leather is fixed to either end of the kirusami so that Anseng can carry it slung over his shoulder when he is not on horseback.

[Turn to 148.](#)

249

You shape your mouth precisely and shout the Old Kingdom power-word '*Gloar*'. The concussive force of your shout hits the Doomgah in the chest and makes it reel back in the saddle. With difficulty, it clings to the horn of the Kraan saddle with its free hand until the force of your Old Kingdom battle spell subsides. The impact leaves him shaken but undeterred.

[Turn to 140.](#)

250

The transformation has turned Zashnor into a fearsome dragon-foe, yet it has one consequence that the arrogant Nadziran has failed to consider. Its long sabre-like talons make it difficult to maintain its grasp of the Claw of Naar. A sudden gust of wind catches the Claw and sends it tumbling from Zashnor's uncertain grip. It hits the deck and hurriedly the Nadziran fumbles to retrieve it.

If you have a Bow and wish to use it, [turn to 18](#).

If you possess the Grand Master Discipline of Grand Nexus, have attained the rank of Grand Thane, and wish to use your advanced skill, [turn to 80](#).

If you possess the Grand Master Discipline of Magi-magic, and wish to use it, [turn to 173](#).

If you possess the Grand Master Discipline of Kai-alchemy, and wish to use it, [turn to 271](#).

If you do not have, or do not wish to use any of the above options, [turn to 340](#).

251

You enter and ride along Tzushen Avenue. This thoroughfare is well lit and lined with leafy jougong trees that exude a fragrant scent, but you are immediately struck by the large number of shops and eating houses that are closed, their doors and windows boarded and shuttered. Halfway along the avenue are several consulates and embassies of foreign nations. Judging by their darkened windows and chained doors, they appear to have been shut down and abandoned by their diplomatic staff. You pass the abandoned Dessian Embassy which was administered by Lord Ghadra when you visited this city many years ago. The embassy was shut down in MS 5085 in protest of the Massacre of Yua Tzhan. Now only one consulate shows any signs of life. A column of grey smoke is rising from its chimney, its front door is unchained and there is candlelight radiating from one of its ground floor windows. You recognise the dark blue flag that hangs above its door; it is the national flag of Durenor.

If you wish to stop and enter the Durenese Consulate, [turn to 36](#).

If you wish to continue along Tzushen Avenue, [turn to 289](#).

You intone the words of the Old Kingdom Spell *Speed* and cast it on your flagging horse. Instantly, he responds with a dramatic surge of speed that carries you swiftly out of harm's way. Soon you catch up to and overtake your companions, and they shake their heads in disbelief at how fast your horse is travelling. Anxious not to get too far ahead of Quang and the Watchers, you rein in your horse to a regular gallop and this is when you see something blocking the highway in the middle distance.

A score of Skarada are shambling along the highway towards you. They took cover in the tall grass when you and your companions rode along this section of the highway two hours ago, and now they are trying to rejoin the survivors of last night's battle. You signal to the others to get off the highway and divert east across the open grassland, towards the western edge of the Tviloi Forest which is visible on the horizon. Quang and the Watchers skilfully shake off and outdistance most of the pursuing doomwolves and together you race towards the distant tree-line.

Upon reaching the forest you find that the pines are widely spaced and you are able to maintain your fast pace with relative ease. However, this sparse border also makes it easy for a determined handful of doomwolves to maintain their pursuit. The rumble of distant thunder and flashes of sheet lightning herald the return of heavy rain. This sudden change in the weather works to your advantage, dampening the scent of your horses and making it harder for the few remaining doomwolves to track you. At length you come to a denser part of the forest that forces your mounts to slow their pace. It is criss-crossed with several narrow but deep gullies. You work your way around these fissures until you arrive at one that is much longer than the others. It stretches across your path and, at first glance, there appears to be no way to traverse it.

‘Over there!’ shouts Quang, pointing along the gully towards the east. He has spotted a dead pine that has fallen across this narrow ravine. Its trunk spans the yawning gap and provides a natural bridge to the far side.

Quang takes the lead and you follow him in single file as he steers his horse safely across the fallen pine. When you reach the far side, you hear the ominous growl of a doomwolf close behind. The pack leader and three of its foul brood are in hot pursuit. They have already reached the middle of the tree bridge and will soon be upon you unless you can do something to halt their swift and determined advance.

If you have the Grand Master Discipline of Elementalism, [turn to 92](#).

If you possess the Grand Master Discipline of Kai-Alchemy, and have attained the rank of Sun Knight or higher, [turn to 14](#).

If you have neither of these Grand Master Disciplines, or have yet to achieve the required rank, [turn to 165](#).

The paralysis in your legs spreads rapidly to your stomach and chest. Your heart beat slows dramatically and your blood pressure plummets. Moments later your throat goes numb and your vision fails. You are plunged into an unfeeling darkness. Mooldor's second arrow penetrates your side but there is no pain; you are no longer conscious. Within a matter of seconds you surrender to the toxin in your system and fall into the arms of death.

Tragically, your life and your mission end here on Dwala's storm swept central pier.

254

The young barmaid takes your order and tells you to take a seat in a vacant booth near the front door. She will bring your meal to your table shortly. You go and settle yourself down on the comfortably padded bench seat and quietly observe Anseng and the innkeeper who are engaged in conversation at the end of the counter. A ripple of applause among the patrons draws your attention to a curtained archway in the far wall. The curtain is drawn aside and a troupe of entertainers files into the taproom, smiling with gratitude at the warm welcome they are receiving. They have performed for the patrons earlier this evening and now they return for their final performance of the night. As the applause dies down, the barmaid arrives at your table with a tray bearing a steaming bowl of rice and vegetables, mixed with a generous helping of diced lamb and chicken. There is also a tall glass of local ale.

‘Thirty Ren, kind Sir,’ she says, as she places the food and drink on the table before you. 30 Ren is equivalent to 3 Gold Crowns which are readily accepted throughout Chai.

If you wish to pay the girl 3 Gold Crowns, [turn to 200](#).

If you do not have sufficient Gold Crowns to pay for your meal, [turn to 339](#).

255

You use your Grand Master Discipline to alter your facial features so that you look like a Chai native. The guard is now satisfied that you are not a foreign agent, possibly on a mission of murder or sabotage, and he steps aside and allows you to pass through the south gate.

[Turn to 190.](#)

The Skarada are less than thirty feet away when Lieutenant Quang shouts 'Fire!' As one, your companions release their straining bowstrings and send a volley of arrows whistling into the advancing enemy. The missiles all hit their mark and three of the four Skarada tumble forwards, mortally wounded. The lieutenant's arrow penetrates the left shoulder of the leading Skarad and spins it around, but it does not make it lose its footing. Bellowing with pain, the creature hacks the protruding shaft in two with one blow of its flint axe. It snarls with anger and glares at you with its bloodshot amber eyes before it beats a hasty retreat into the trees.

You are determined not to let it escape. Hurriedly, you urge your horse forward in pursuit of the wounded beast. In less than a minute you run it to ground among the pines. Roaring like a cornered tiger, the Skarad swings around and leaps towards your horse with its axe raised high, slashing the air as it strikes. Terrified by its ferocity, your mount rears up and shies away from the creature's manic attack. You are forced to cling to the pommel of your saddle with your left hand as you fight to prevent the snarling Skarad from hacking your horse to the ground.

Skarad Leader (*wounded*): COMBAT SKILL 42 ENDURANCE 40

This creature is immune to all forms of psychic attack except Kai-surge. If you possess this Grand Master Discipline and wish to use it during this combat, you may only add 3 to your COMBAT SKILL.

If you win the combat, [turn to 17](#).

257

The doomwolf is upon you before you are able to fully recover your senses and get to your feet. Your Kai Weapon was knocked from your hand when you hit the ground and now it lies several feet away.

Doomwolf: COMBAT SKILL 32 ENDURANCE 30

You are unable to use your Kai Weapon in this combat. You are partially stunned by the heavy fall and the gash you have suffered to the back of your head. Ignore any ENDURANCE losses you inflict upon this enemy in the first two rounds of combat.

If you win the combat, [turn to 86](#).

258

Ling Jun is a bespectacled old man with a scholarly demeanour. He smiles warmly when you walk through the door of his humble little shop. Business has been poor of late and he is welcome for any custom he can get. You ask about the potions in the window and he tells you he accepted them from a fisherman in exchange for a compass about a week ago. He retrieves the vials and sets them out on his glass counter for you to inspect:

- Two Potions of Laumspur: 40 Ren (4 Gold Crowns) each. These potions each restore 4 ENDURANCE when swallowed after combat.
- One Potion of Alether: 50 Ren (5 Gold Crowns). Adds 2 COMBAT SKILL for the duration of one combat.

You may buy any of the three potions shown above for the price indicated. They are all Backpack Items that will each take up one space. You are under no obligation to make a purchase.

When you have concluded your business here, you can bid goodbye to Ling Jun and continue on your way along Chuang Street by [turning to 7](#).

The ravens fly away towards the north-east and are soon lost from sight amidst the heavy cloud cover. The four sturdy draft horses that are hitched to the wagon make steady progress along the treacherously muddy highway. The sheeting rain makes it difficult to see further than the middle distance, but you are able to appreciate the beauty of the richly verdurous countryside of this fertile region of Chai. At length you come to a part of the highway that wends its way through a cluster of low hills bordered on either side by tall Toa trees. As the wagon rounds a bend in the road, the draft horses suddenly take fright and come to an abrupt halt. Something on the highway ahead is filling them with fear.

[Turn to 318.](#)

260

A loud shriek rips through the constant rumbling of thunder and your senses tingle with apprehension. This chilling sound is neither the cry of a Kraan or a Doomgah; it is something much larger and far more sinister. You peer out through the cabin's porthole but all you see is the stone wall of the pier rising and falling with the sway of the rough waters. As you step back from the porthole, you are hit by a sudden wave of weakness that makes you shudder and drop to your knees, gasping for breath. Again, the Eye has activated and it drains you of 4 ENDURANCE points.

If you survive this energy drain, you may leave the cabin and investigate what made the loud shriek by [turning to 9](#).

Or you can continue your search below deck for somewhere safe to hide, [turn to 112](#).

You continue along the quayside. Your hopes of finding a boat and a boatman willing to take you across the estuary are fading fast until Quang spots something in the distance that raises your flagging spirit. It is a small brick built cabin with a roof of thick red tiles.

‘That's the Coast Guard station,’ he says, and he marches towards it at a brisk pace. Inside you find the Quay Master seated at his desk. He is hunched over a detailed map of the Tkukoma Estuary with a mug of steaming jala cupped in his hands. Quang asks him if he has any Coast Guard boats operational in the estuary and the thin-faced Quay Master snorts with derision.

‘In this weather? Not likely!’

‘Then by the power vested in me by Khea-khan Lao Tin, I am commandeering one of your boats,’ replies Quang, officiously, and he shows the Quay Master his insignia of rank. The man looks at his insignia, then he looks at you and Deng and he bursts out laughing.

‘I am not joking,’ retorts Quang. ‘I demand you let me inspect your fleet.’

‘My fleet?’ replies the Quay Master, chuckling under his breath. ‘Very well, I'll show you my fleet. Follow me.’

You leave the Coast Guard station and follow the Quay Master along the quayside to a small rowing boat tethered by a rope to an iron ring in the wall.

‘There, that's my fleet. All that's left of it that is. You're welcome to commandeer it if you wish.’

The Quay Master turns on his heel and marches back to his station, laughing and shaking his head all the way. You look down at the

rowing boat and your heart sinks. It is a sturdily built craft but there is only enough room for two. If the three of you were to attempt to cross the stormy estuary in this tiny boat it would surely capsize. Quang places his hand on Deng's shoulder and the Watcher raises his head and looks unblinkingly into the Lieutenant's steely eyes.

'I am discharging you of your duties, Deng,' he says. 'You have served loyally and bravely and I will commend you to the Khea-khan. Return to the cavalry barracks and join with Bai. Accompany him on his ride back to Jueng tomorrow.'

Deng nods his head and salutes the Lieutenant. He wishes you both good luck before he leaves the quayside and walks away into the teeming rain. You watch him go. He does not look back.

'It is best he goes with Bai tomorrow,' says Quang. 'If they should run into the enemy during their journey, they'll stand a better chance of surviving than if Bai were to go alone.'

'It will be hard on them to tell Shen-Yin that she has lost her husband,' you reply.

'Yes ... yes it will,' says Quang, his voice tinged with bitter sadness. 'Her husband ... and her sister too. When I spoke with Bai at the stables, he told me that when he searched the farm house next to the barn, he found the bodies of Shen-Yin's sister and her husband. Both had been murdered by the Skarada.'

'This is so sad,' you reply, 'I pray that Ishir will give her strength to bear her grievous loss.'

Quang walks to the edge of the quay and loosens the rope securing the rowboat.

'Perhaps we should wait until the storm abates,' you say.

‘There's no chance of any improvement in this foul weather,’ replies Quang. ‘We could be waiting here for days. It's not uncommon for it to be stormy at this time of the year, but I've never known anything like this. I fear there are dark forces in play. We must reach Dwala and you must deliver the Eye to the Elder Magi as soon as possible. The crossing will be difficult but it will not be impossible. We must place our trust in God Kai to see us through to the other side, and we must be away at once. It's now or never.’

You step into the boat and set the oars into the rowlocks. Quang casts off and you commence your voyage out into the treacherous waters of the Tkukoma Estuary.

If you possess the Grand Master Discipline of Elementalism, and have attained the rank of Kai Grand Guardian or higher, [turn to 122](#).

If you do not have this Discipline, or if you have yet to achieve the required rank, [turn to 11](#).

With trepidation, you continue along the trail. You reach a section of the muddy forest path that is wider and straighter, and here you see that the tracks have changed. They indicate that several new barefooted creatures have joined with the ones you have been following, and the hoof-prints of the horse are deeper and more numerous. From these tracks you deduce that a struggle occurred here. The hoof-prints continue along the trail, but they are wider spaced than before. This tells you that Anseng was able to break free from the creatures and escape at speed along the path beyond.

A gurgling growl makes you reach to your Kai Weapon and scan the surrounding trees. Several hulking grey shapes are closing in from both sides and your pulse quickens when you first catch sight of them. They resemble tall muscular humans, but these cadaverous creatures are neither human nor alive. Their scabrous hairless grey skins reek of a charnel smell that makes your stomach churn. Foul black fluid drips from their fanged mouths and a baleful green glow radiates from their ragged eye sockets. From the tip of index fingers of their right hands extend curved razor-sharp talons that glint in the subdued light of the forest. Your horse rears up in fright and you struggle to keep control of her as the creatures come leaping out from the trees with unnerving speed. These creatures are undead and you must fight them all as one enemy.

Nagah Ghouls: COMBAT SKILL 44 ENDURANCE 44

If you win the combat, [turn to 246](#).

263

You unsheathe your Kai Weapon and prepare to take the fight to the snickering Doomgah. You resolve to cut your way through them to the quayside beyond and make a hasty escape into the city. If you allow them to force you along the pier to the cargo ship, they will have the combat advantage for there is nowhere you can escape to once you are on the deck of the ship.

Coolly, you advance along the pier. You show the vile creatures no fear, but you are stopped dead in your tracks when you hear the loud flapping of wings behind you. You glance over your left shoulder and see a Kraan landing at the end of the pier. Astride its back is a Doomgah, but one that is larger and more muscular than the others. A breast plate of black iron encases its chest and in its hand it carries a large kirusami, an exaggerated mockery of the Chai Imperial Guard weapon. Your Magnakai Discipline of Divination informs you that this creature is Klüz, the Doomgah leader. It fixes you with a withering stare and its dull orange eyes flare brightly. It is preparing to dismount from the back of the cawing Kraan.

If you possess Magi-magic and wish to use it, [turn to 249](#).

If you possess Kai-alchemy and wish to use it, [turn to 197](#).

If you have a Bow and wish to use it, [turn to 301](#).

If you do not possess either of these Grand Master Disciplines, or a Bow, or if you decide not to use any of them, [turn to 140](#).

Quang and the Watchers skilfully shake off and outdistance their pursuing doomwolves and together you plunge through the tree-line of the Tviloi Forest. At first the pines are widely spaced and you maintain your fast pace with relative ease. However, this sparse border also makes it easy for a determined handful of doomwolves to maintain their pursuit. The rumble of distant thunder and flashes of sheet lightning herald the return of heavy rain. This sudden change in the weather works to your advantage, dampening the scent of your horses and making it harder for the remaining doomwolves to track you. At length you come to a denser part of the forest that forces your mounts to slow their pace. It is criss-crossed with several narrow but deep gullies. You work your way around these fissures until you arrive at one that is much longer than the others. It stretches across your path and, at first glance, there appears to be no way to traverse it.

‘Over there!’ shouts Quang, pointing along the gully towards the east. He has spotted a dead pine that has fallen across this narrow ravine. Its trunk spans the yawning gap and provides a natural bridge to the far side.

Quang takes the lead and you follow him in single file as he steers his horse safely across the fallen pine. When you reach the far side, you hear the ominous growl of a doomwolf close behind. The pack leader and three of its foul brothers are in hot pursuit. They have already reached the middle of the tree bridge and will soon be upon you unless you can do something to halt their swift and determined advance.

If you have the Grand Master Discipline of Elementalism, [turn to 92](#).

If you possess the Grand Master Discipline of Kai-Alchemy, and have attained the rank of Sun Knight or higher, [turn to 14](#).

If you have neither of these Grand Master Disciplines, or have yet to achieve the required rank, [turn to 165](#).

265

You leap from the driver's seat and unsheathe your Kai Weapon the instant you land with a splash on the muddy highway. The Chagarashi are intent on attacking the leading pair of horses and you move quickly to block their advance. Screeching with frustration, the larger of the two horrors launches itself upon you with ferocious zeal.

Large Chagarashi: COMBAT SKILL 42 ENDURANCE 38

If you win the combat in 3 rounds or less, [turn to 313](#).

If you are still engaged in combat at the start of the fourth round, do not calculate the outcome of this round. Instead, [turn to 49](#).

Daruzhi Street leads to the quayside area of the city. Thunder rumbles all along the quay and the dark waters of the estuary roil and seethe, illuminated and tormented by jagged bolts of lightning. Scarlet flags are flying all along the quayside as a weather warning. It is forbidden to take a boat out when these flags are displayed. Most of the boats are securely moored and under canvas, save for a few foreign trading vessels that are berthed at a long stone pier. These are not under covers, but they are well secured with ropes and chains, their hatches battened down and their sails stowed away in lockers below deck.

Opposite the stone pier you see a large tavern with a brightly painted façade. Warm amber light pours from the panes of its bow-fronted windows and a sign in the middle of its façade proudly announces its name: The Tkukoma Tavern.

If you wish to enter the Tkukoma Tavern, [turn to 280](#).

If you decide to make your way across the storm-swept quayside, you will arrive at a street which heads off in a northerly direction. This is called Chunang Street ([turn to 59](#)).

The Chagarashi spins around and crashes down into the damp foliage, its chest ripped open by your deadly blow. You rein in your horse and return to the fallen enemy to make sure it is dead. Quickly dismounting, you rush towards it with your Kai Weapon poised to strike if it shows the slightest sign of life. As soon as you are certain it is dead, you signal to your companions to come forward. There is something wrapped around the creature's left wrist that catches your eye. It is a Gold Necklace, a trinket that the beast most likely stole from the body of a luckless refugee. On close examination you find that it is poorly plated gold and is of little monetary value. Quang and the Watchers draw their horses up in a semi-circle around you and the slain Chagarashi.

‘We must proceed with caution,’ you say. ‘This creature may not have been the only one scouting this area.’

You remount and lead the others through the tree-line in single file, with all eyes peeled for the slightest movement among the pines and foliage ahead.

[Turn to 99.](#)

You focus your improved Grand Master Discipline at the nearest Chagarashi and order it to halt. The creature shudders as the power of your command grips it like a steel vice. For a few moments, the accompanying Skarada stop dead in their tracks and regard the frozen creature with looks of bewilderment. Then they growl with disdain and continue their advance. They split into two groups and come rushing around the sides of the barn. The moment they disappear from your view, you shout to the others:

‘Let's get out of here!’

Quang and the Watchers rush to their horses. Rapidly, you mount your horse and spur him towards the open doors. You are halfway across the barn when two Chagarashi appear in the open doorway and throw their arms wide. They spread their sinewy fingers and their razor-sharp talons glint in the dull light. They are attempting to block your escape.

You are almost upon them when your horse rears up in fright. The Chagarashi seize this opportunity and leap forward to attack.

2 Chagarashi Scouts: COMBAT SKILL 45 ENDURANCE 45

You struggle to control your terrified horse throughout this combat. Its wild and erratic movement makes it hard for you to strike these enemies with precision. Deduct 4 points from your COMBAT SKILL for the duration of this fight.

If you win the combat, [turn to 224](#).

269

Zashnor's psychic assault hits you with the force of a charging bull and knocks you flat on your back.

If you have attained the rank of Sun Thane, [turn to 67](#).

If you have attained the rank of Grand Thane, [turn to 305](#).

If you have yet to attain either of these levels of Grand Master rank, [turn to 348](#).

The sergeant enters the blockhouse with two of his men and slams the door shut behind them. He orders them to take your Kai Weapon and bring it to him. He walks to the middle of the bare brick room and inspects it in the light of a solitary ceiling lantern.

‘You, go fetch the Captain,’ he says, curtly, to one of the guardsmen. Obediently the man leaves the blockhouse chamber to carry out the sergeant's command.

A few minutes later he returns with a tall officer who is clad resplendently in his palace uniform. The sergeant shows him your Kai Weapon and he relaxes his stern expression.

‘Where is Anseng?’ he asks.

‘We were separated from one another during the ride to Pensei,’ you reply. ‘I don't know for sure where he is, or even if he's still alive.’

To the sergeant's surprise, the officer returns your Kai Weapon and gives you a formal salute.

‘Stand down, Sergeant Jeou. You have carried out your duties well. Now I'll take charge of this man. You and your men may return to your posts.’

The sergeant salutes his senior officer and, without any murmur of dissent, he signals to his men to leave the blockhouse. He follows as they file out of the chamber and pauses only to close the stout door behind him.

‘I've been briefed to expect you, but I'm sorry to hear that Anseng is missing. He's a fine man, an exemplary guardsman. I pray to Ishir he'll find his way here before the siege begins.’

Captain Voushan formally introduces himself and tells you what has happened in Pensei over the past few days.

‘An attack was launched upon Fort Jhung, two days ago, by Bhanarian forces and a horde of Agarashi commanded by the dark wizard they call Zashnor. It was destroyed in a blizzard of lightning and crumbled to the ground. None of the fort's garrison is known to have survived. The destruction of Fort Jhung created a breach in the Chai Wall through which Zashnor's army has poured like water through a broken dam. Yesterday at dawn, the enemy vanguard was first sighted on the west road. By dusk, they'd reached the city wall. All throughout today their numbers have grown greater as the bulk of Zashnor's invasion force has arrived from the ruins of Fort Jhung. Many of our citizens have abandoned their homes and are heading south to take refuge in the towns of Valus and Hi'joi. I have deployed the guard and garrison of Pensei along the west wall. Only a small bodyguard remains here in the palace under my command. Lao Tin received word of your coming from three Watchers who arrived here yesterday from Dwala. I am privy to the Prince's plans and I can assure you that the item you seek will be given to you gladly. Lao Tin is young but he is wise beyond his years. He believes that Zashnor craves that which you are determined to deny him, and he hopes the sorcerer will withdraw his forces from the city when he discovers that it is no longer here.’

Captain Voushan bids you follow him to the keep of the Imperial Palace where Prince Lao Tin resides. You leave the blockhouse in his company and cross a parade ground on your way to the doors of the keep. On one side of the parade ground, illuminated by a circle of guttering torches, two men in torn clothing kneel in the pouring rain with their heads bowed and their hands tied behind their backs. Behind them stand two Imperial Guardsmen at attention with their kirusamis held diagonally across their chests.

If you wish to ask Captain Voushan who the kneeling men are, [turn to 146](#).

If you choose not to ask the Captain this question, [turn to 127](#).

271

You raise and extend your right arm and point your fingers at the Claw of Naar. You intone the words of the Brotherhood Spell *Lightning Hand* and feel a tingle of power run the length of your arm and explode with a blinding flash from your fingertips. A bolt of pure energy streaks toward the Claw and strikes the twisted shaft, sending it skittering away across the deck beyond Zashnor's reach. The fell dragon shrieks angrily and slashes at the deck with its powerful talons, gouging and scarring its timbers. You rush forwards with your Kai Weapon unsheathed and poised to strike. You are determined to exploit Zashnor's unfocused fit of wild rage and slay this evil adversary where it stands.

[Turn to 100.](#)

The ladder is torn from Ansen's grasp by the shuddering rise and fall of the stricken skyship. You cling desperately to the saturated ropes, your stomach churning with every sudden swerve and violent jolt. Then a fearsome bolt of lightning hits the stern of the skyship and propels it away from the clearing. Momentarily, you are blinded and stunned by the raw power of the blast (lose 2 ENDURANCE points). As you struggle to recover, you sense that the ladder is swinging dangerously close to the tops of the surrounding toa trees. Below, you glimpse the light of Ansen's lantern moving across the clearing as he chases after the loose trailing end of the rope ladder. Again the skyship is struck by lightning and this time it lists heavily to starboard. The ropes are wrenched from your grasp as the ladder whips towards the canopy of the trees, sending you tumbling and crashing through the dense canopy of toa fronds.

If you possess the Grand Master Discipline of Kai-Alchemy, and have attained the rank of Sun Thane (or higher), [turn to 79](#).

If you do not possess this Discipline, or if you have yet to attain the required rank, [turn instead to 123](#).

273

The robed figure jumps from the saddle to the deck of the ship. As soon as he is clear, the Kraan beats its leathery wings and ascends into the storm clouds overhead. With difficulty, the bald gaunt-faced man hobbles across the foredeck and descends the steps to the main deck. The smoking orb in his hand transforms into a long black staff as he fixes you with his cold dead eyes.

‘I have returned, Kai wretch! I come to fulfil my vow. Vengeance shall be mine!’

A spike of freezing fear stabs at your heart like an icy dagger. In a moment of pure horror, you recognize this man. It is Xaol the Necromancer. He has kept his dying vow to return from beyond the grave and enact his revenge on you. You sense that he has been reconstructed by evil sorcery since you sliced him in two in Gazad Helkona. His crippled yet functioning body is chilling testimony to the power of Nadziran Zashnor.

He opens wide his rotting mouth to reveal an array of putrid needle-sharp teeth. A deafening sound emerges from this ghastly maw, a cry far louder than the noise of the thundering storm. The force of this unholy roar drags you to your knees and fills your head with blinding pain.

If you possess Kai-screen, [turn to 25](#).

If you do not possess this Grand Master Discipline, [turn to 230](#).

274

You step back from the bodies of your slain enemies and call to the others to retreat from the hilltop. Together you scramble down the grassy slope as fast as your legs will carry you and race back to Chao and the horses. You are the first to mount up and you must choose which direction you wish to go to get away from a second wave of Skarada that have reached the top of the hill. One of them comes racing down the slope in a desperate attempt to stop you getting away. You scan the surrounding countryside and realise that you cannot head east towards the highway; a war party of Chagarashi are now awaiting you on the grassy plain and they are determined to stop you from escaping this way.

If you decide to turn to the south and make your escape along the perimeter of the hills, [turn to 277](#).

If you decide to turn north and attempt to evade the Skarada using the cover of the tall grassland, [turn to 42](#).

The moment you take the satchel from the Khea-khan's hand, you feel a wave of nausea flow through your body that makes you shudder with revulsion. The bag contains the Eye of Agarash. For centuries this evil gem has lain dormant, its power inert. Now it has been awoken, triggered by the close proximity to you — a champion of God Kai. Hurriedly, you draw upon your Grand Master Discipline of Kai-screen to shield yourself from its malicious radiance. Your defences counter its insidious effect, but you suffer a minor shock to your nervous system that leaves you chilled to the bone: lose 1 ENDURANCE.

Whenever you are affected by the debilitating power of the Eye of Agarash, you may use Laumspur to help you recover. Normally, a healing potion of Laumspur restores 4 ENDURANCE points when taken after combat. When using it to restore ENDURANCE lost due to the power of the Eye of Agarash, you may only restore the actual number of points lost. For example, if you should lose 3 ENDURANCE points due to the effects of the Eye, and then you take a potion of Laumspur which normally restores 4 points, you will only regain the lost 3 points. The extra point of ENDURANCE is not gained and should not be added to your ENDURANCE score.

[Turn to 192.](#)

Your final fatal blow shatters the chest of the Ice Dragon Zashnor. It implodes with a deafening noise, like the simultaneous smashing of a thousand crystal chandeliers. The frosty wings and limbs become detached as the torso disintegrates upon the deck, and rapidly they melt into a milky cloud that engulfs the broken remains. For a few moments this opaque ball of mist churns and seethes until it loses the last fragments of its energy and is whipped away on the winds of the storm.

The Imperial Zlanbeast circles above the deck of the *Silver Virixe*, cawing incessantly. When it detects that its master has been destroyed, it emits a despairing shriek before flying off in a westerly direction, across to the far side of the Tkukoma Estuary and beyond.

Lying at your feet is the grey robed form of Zashnor, torn and lifeless. You draw back the hood of its robe and reveal its true form. Its distorted goat-like skull is semi-transparent allowing you to see its brain which is as dark as night. Two small straight horns protrude from its forehead and its eye sockets appear unnaturally black, as if they are two holes through which you can see into another plain of existence. It is exceedingly rare to look upon a Nadziran in its true form. You recall something that Supreme Master Lone Wolf told you about the Nadziranim, that when they are destroyed they are destroyed utterly; nothing at all remains of their bodies or spirit. Zashnor was clearly an exceptional Nadziran. There are rumours that a select few Nadziranim have returned to Magnamund by the grace of Naar and by life-draining necromantic rituals after having seemingly been destroyed. Mindful of this, you resolve that Zashnor shall never join their ranks.

Driven by an overwhelming instinct, you raise your Kai Weapon above your head and bring it crashing down upon the Nadziran's loathsome skull. Your mighty blow sunders the translucent bone case, destroying it completely. Within moments of its destruction, the crushed remains

of the skull and the entire skeletal carcass become a pungent black slime that bubbles and boils until all that is left are a ragged grey robe and a man-sized patch of scorched decking.

The thunder and lightning cease abruptly and the violent storm begins to abate. The winds die down and the torrential rain recedes until it becomes little more than light drizzle. Calm is slowly returning to storm ravaged Chai as the power of Zashnor relinquishes its foul grip on nature. After so many days of raging turmoil, the natural balance of the elements is finally being restored.

You close your eyes and offer up a prayer to God Kai for giving you the strength and courage to overcome this formidable foe. You are concluding your prayer when a riotous noise makes you open your eyes and focus your gaze on the quayside.

[Turn to 107.](#)

Quang and the Watchers mount their horses and follow as you urge your horse southwards through the dense chest-high grass. A Skarad attempts to cut you off, but the smell of its foul fur spurs your horse to the gallop and it races headlong through the tangled grasses and foliage. In frustration, the Skarad hurls its axe at you and the sharp flint blade slices your upper right arm as it spins past: lose 2

ENDURANCE.

Your horse continues its flight across the rain-soaked grassland until the howls of the Skarada can no longer be heard. Quang and the Watchers catch up with you and you draw your horses in a circle to pause and assess your options. The lieutenant is anxious to press on, mindful of the need to reach Vabou before darkness. Warily, the Watchers agree and you continue southwards across the increasingly gloomy plain. You have covered a few miles when you spot a farmstead in the distance. You magnify your vision and see that it has been abandoned; its door swings open and shut in the wind.

Quang says you should investigate it and readily you agree. The Watchers are physically and emotionally exhausted and you are all sorely in need of some rest. Upon reaching the deserted farmstead, you dismount and tie your tired horses to its fence post before entering.

If you wish to volunteer to act as lookout while the others go inside the farm house, [turn to 216](#).

If you choose to enter the farm house with your companions, [turn to 308](#).

278

Your Kai Sixth Sense alerts you to an unseen danger in the trees to the east of the highway. You focus your vision on the source of the danger and sense something moving. When you call upon your advanced Discipline of Grand Huntmastery, you see a ghostly shape in the ultraviolet spectrum that is invisible to normal vision. Upon the instant that you detect it, the ghostly entity stops moving and rapidly disappears. It is cloaking itself from your penetrating sight. You cannot identify the spectral entity but you are left in no doubt that it is wholly evil.

[Turn to 237.](#)

279

You finish your watch and enter the shelter to awaken Chao; he is the next in line for guard duty. He rubs his eyes and takes his place at the entrance. You settle down on the ground where he lay and drift off into a deep sleep.

[Turn to 111.](#)

280

The tavern's taproom is crowded with traders and fishermen who are taking refuge from the storms. They have come here to drown their sorrows in ale. Several are very intoxicated and others, who have imbibed too much of the innkeeper's strong brew, have passed out on the taproom's sawdust-covered floor. The innkeeper calls for order but his demand is ignored. It is not until he bangs a brass gong three times with the base of a tankard that the patrons finally settle down. It is time for a riddle!

The innkeeper's wife, Li-liu, distributes envelopes, slips of paper, and sticks of charcoal to customers who are not too drunk to remember how to use them.

If you have visited the Ferry House Inn on the quayside in Valus, [turn to 62](#).

If you have not, [turn to 314](#).

281

Rapidly you utter the words of the battle-spell Invisible Fist and direct its energy at the falling cask. Due to the haste with which you trigger the spell it only partially forms, but it is enough to deflect the cask away from Kenga's head. It hits the hard stone floor and splits wide open, drenching the lucky tavern keeper with sweet Lourdenian wine.

[Turn to 176.](#)

282

You close your eyes and draw deeply upon your Grand Master Discipline in an effort to establish a telepathic link with Lord Rimoah. You focus and strain your Discipline to the limit, but try as you may you are unable to make direct mind contact with him. After several fruitless and tiring attempts, you resign yourself to the fact that he is somewhere beyond the range of your telepathic ability. The mental energy you expend leaves you feeling emotionally and physically drained: lose 1 ENDURANCE point.

To continue, [turn to 279](#).

283

The doomwolf howls with intense pain and drops heavily to the ground like a sack full of lead apples. Instantly, its body is trampled by your horse's rear hooves, splitting its skull wide open. You sheathe your weapon and push your horse to gallop away as fast he can.

[Turn to 264.](#)

You move away from the approaching Chagarashi and steer your horses due south through the dense grassland. Once you are safely clear of the enemy, you make a gradual turn towards the west and approach the hills once more. As you walk your horses up the gentle rise that ascends towards the brow of a wide hill, your Sixth Sense alerts you to danger ahead. Immediately, you shout a warning to Quang and he signals to the Watchers to halt.

‘What is it, my Lord?’ he says, anxiously.

‘I can sense something hostile on the far side of this hill,’ you reply. ‘I fear it could be an ambush.’

Respectful of your Kai intuition, Quang tells everyone to dismount and draw weapons. He orders Chao to remain here and hold the horses while the rest of you go to the top of the hill under cover of the tall grass in order to determine what lies beyond. Crouching low, cautiously the four of you make your way to the crest of the hill. When you see the terrible scene that lies in the shallow valley beyond, it sends a cold shiver down the length of your spine.

[Turn to 220.](#)

285

The door to the purser's cabin is locked, but it presents no challenge to your basic Kai Discipline of Mind Over Matter. It takes merely moments for you to unlock the door and slide it open. The purser's wood panelled cabin is comfortably furnished with a bunk, an oak table, an ornately carved high-backed Mythenian chair, and a toa wood chest of drawers. There is a large iron safe positioned next to the oak table. Its lockplate has a keyhole but there is no sign of the key that opens the safe.

If you wish to attempt to open the door of the iron safe, [turn to 329](#).

If you decide to leave the safe undisturbed, [turn to 260](#).

Your room is facing you when you reach the top of the stairs. The door is unlocked and you enter to find that it is a well-appointed room with a comfortable bed and fine furnishings. You can hear the rain beating against the window pane and the sounds of jollity in the taproom below. You begin to wish you had stayed below with Anseng, but another long ride on the highway awaits you tomorrow and you are in need of a good night's sleep.

You wake at dawn to the sound of a cockerel crowing. It stopped raining during the night and sunlight is streaming through the room's solitary window. You gather up your equipment and descend the stairs to the taproom. Anseng is waiting there and he greets you with a smile. Tzu approaches from the adjoining kitchen and Anseng offers to pay him for your rooms and food. Politely, the friendly owner refuses to accept his money and Anseng does not argue with his decision.

'It's the least I can do for you, my friend,' says Tzu, 'after all the help you have given me in the past. I wish you both a safe journey. I hope you'll come visit us again before too long.'

[Turn to 347.](#)

Quang and the Watchers are greatly impressed by the way in which you have dealt with the doomwolves. They punch the air and shout in unison: 'Paizar!'

You smile and nod your head in acknowledgement of their generous praise. As the echo of their cheer fades away among the surrounding trees, you feel a sudden wave of weakness coursing through your body. It makes your stomach churn and leaves you gasping for breath. Once again, the Eye of Agarash has activated and this time it drains you of 5 ENDURANCE.

Wiping a trickle of cold sweat from your brow with the back of your trembling hand, you swallow hard and quickly reassure your companions that you are fit to continue. You mount your horses and leave the ravine without looking back.

[Turn to 10.](#)

288

Priestess Song Tao places her hand gently on your chest and intones a prayer to Goddess Ishir. As she speaks the words of the prayer, you feel a healing warmth flow through your body that restores 5 ENDURANCE points. When she finishes her prayer, she offers you a potion of Laumspur (will restore 4 ENDURANCE when taken after combat) which you may keep in your backpack, space permitting.

To continue, [turn to 338](#).

289

You continue along Tzushen Avenue until you come to a large junction called the Zha-zhing Circle. Several thoroughfares converge at this place, like the spokes of a giant wheel joining its hub. An ornate green sign indicates the way to the Imperial Palace and you follow the street until it arrives at a grand plaza. At its centre stands the Imperial Palace, ringed by a high curtain wall. The plaza is crowded with refugees, huddled together in small groups beneath umbrellas and makeshift tents. Carefully, you steer your horse through the frightened citizens and make your approach to the grand outer gate of the palace. The Imperial Guard sentries watch intently as you ascend the wide stone ramp that leads to the arched gate.

If you possess a Durenese Consulate Pass, [turn to 231](#).

If you do not possess this Special Item, [turn to 82](#).

290

Instinctively, you throw yourself forwards and dive onto the wet cobblestones of the alley to avoid being hit by the speeding black arrow.

Pick a number from the [Random Number Table](#). If you possess the Grand Master Discipline of Grand Huntmastery, add 3 to the number you have picked. If your current ENDURANCE score is 20 or less, deduct 1 from the number you have picked.

If your total is now 4 or lower, [turn to 206](#).

If your total is now 5 or higher, [turn to 129](#).

291

You and Anseng sit at a table near to the tavern's crackling log fire. Yeng Zhi brings you each a bowl of steamed rice, mixed with chopped vegetables and diced lamb. While you are eating this delicious food, the main door opens and in comes an old man clad in a flamboyantly embroidered blue overcoat. The patrons greet him with applause and he acknowledges them with a jovial smile and a bow of respect.

‘Ah, it's Shou Len,’ says Anseng. ‘It looks like we're in for a treat this evening!’

Tzu warmly welcomes the old man. He helps him off with his rain-sodden coat and hat and hangs them on a hook behind the taproom counter.

‘Shou Len is a Riddler,’ says Anseng. ‘He's well known in these parts. I wonder what riddles he has in store for us tonight.’

Tzu escorts Shou Len to a table next to yours and turns to his patrons and says: ‘Place your wagers, my friends. Let's see who among us have the wit and wisdom to win tonight!’

The taproom patrons place varying amounts of Ren (the currency of Chai) into folds of paper and inscribe their names upon them. Then they come forward and place their sealed bets on Shou Len's table. If you would like to wager on the first riddle that the old man is going to pose, you should now decide how many Gold Crowns you wish to bet and deduct them from your [Action Chart](#).

Anseng passes you a piece of paper in which to wrap your wager, and he hands you a stick of charcoal with which you can inscribe your name. Sommlending Gold Crowns are readily accepted in Chai (1 Gold Crown = 10 Ren). Anseng decides to wager 20 Ren. You are obliged to make a minimum bet of 1 Gold Crown.

Once all the bets are in, Shou Len clears his throat and calls out his first riddle.

‘Xian Tzee is 54 years old. Yisu, her mother, is 80 years old. How many years ago was Yisu exactly three times the age of her daughter?’

Tzu has a large hourglass on the taproom counter. The moment Shou Len has finished posing the riddle, he turns the hourglass over and its sand begins to trickle from the upper part into the lower part of the glass. You have one minute precisely in which to answer Shou Len's riddle (you should allow yourself only one minute to calculate your answer).

If you think you know the answer to this riddle, [turn to the section](#) that is the same as your answer.⁸

If you are unable to determine the answer within one minute, [turn to 187](#).

[8] The section corresponding to the correct answer will have a footnote confirming that it is indeed correct.

292

This broad avenue is well-lit by street lanterns that creak softly in the wind. A hundred yards along the thoroughfare you see two shops that stand directly opposite each other and are still open for business.

If you wish to visit Hopdai's Hardware, [turn to 45](#).

If you choose to visit Xiong the Weaponsmith, [turn to 124](#).

If you decide to continue along South Avenue, [turn to 149](#).

293

You race down the stairs and race out into the rear garden with your Kai Weapon poised to strike. Deng follows close on your heels, notching an arrow to his bowstring and letting fly at the first target he sees. His hurried shot misses by a yard, but your sudden appearance and the whistling arrow cause the Nagah Ghouls to disengage from the fight and regroup.

Quang pulls the two Watchers back several paces. He is breathless but unharmed, but Bai and Chao have both sustained gouges to their upper arms and they are bleeding badly.

If you possess the Grand Master Discipline of Magi-Magic, and wish to use it, [turn to 311](#).

If you possess the Grand Master Discipline of Kai-surge, and wish to use it, [turn to 164](#).

If you possess the Discipline of Grand Nexus and have attained the rank of Grand Thane, [turn to 63](#).

If you possess none of these Grand Master Disciplines, or if you choose not to use them [turn to 244](#).

294

Once you are beyond the treacherous currents at the middle of the estuary, swimming through the heaving waves and lightning strikes seems easier by comparison. Several times you magnify your vision and scan the churning waters, looking for any sign of Lieutenant Quang, but it is a futile effort. The waters are too rough and dusk is fast turning to night.

You glimpse a shimmer of lights ahead and you strike out for them in the hope it is the city of Dwala. The flow of the estuary waters push you away from the lights and you are exhausted by the time you reach the muddy eastern shore. You crawl through the mud and collapse unconscious several yards from the tempestuous waters.

When you regain consciousness, every muscle in your body aches and your vision is blurry. Gradually, you recover enough strength and vision to struggle wearily to your feet and survey your surroundings. You have come ashore a mile south of Dwala. The city lights shimmer in the darkness, enticing you towards them. You stumble up the gradient of the shore and find firmer ground that is covered with grass, shrubs, and reeds. You stop to stare back at the raging waters of the estuary and you pray to Ishir to save the lost Lieutenant.

If you have the Discipline of Grand Huntmastery, [turn to 226](#).

If you do not, [turn to 27](#).

295

At the top of the stairs is the Blacksmith's living quarters. You are shocked to discover that this area has been ransacked. Furniture and furnishings lie broken and scattered all around the room and the walls are spattered with fresh blood. You hear an agonised groan coming from beneath a pile of broken furniture and quickly you pull the debris aside. Lying on the blood drenched floor is the blacksmith, a hammer clenched tightly in his right hand. His chest and throat have been torn open, as if he has been savaged by a pack of wild animals. He has lost a great deal of blood and he is near to death.

You cradle the dying man's head in your hands and call upon your Kai healing powers to try and save his life.

If you have the Discipline of Deliverance and have attained the rank of Sun Knight or higher, [turn to 19](#).

If you do not possess this Grand Master Discipline, or if you have yet to achieve the required rank, [turn to 163](#).

296

Only a few of the militiamen are armed with bows and they are poor archers. They fire down on the Skarada below but with little effect. You order them to shoulder their bows, and command all of the men to keep their heads below the parapet.

‘Be ready to strike hard the moment the enemy show themselves. We must not let them take the parapet walkway!’ you shout.

The Chagarashi lead the attack on the West wall. They leap up and sink their talons deep into the logs and cling on tightly as the Skarada use them like scaling ladders. They clamber up their backs to reach the top of the parapet wall.

You unsheathe your Kai Weapon and join the militiamen crouching along the parapet walkway. The instant the clawed hands and head of the first Skarad appear above the parapet, you spring to your feet and strike.

Skarad: COMBAT SKILL 41 ENDURANCE 42

You may add +3 to your COMBAT SKILL in the first round of this combat. The Skarad is unable to retaliate in the first round as it has not cleared the wall, therefore you should ignore any ENDURANCE loss you sustain in the initial round.

If you win this combat, [turn to 68](#).

An elegant Palace courtier takes you gently by the arm and escorts you to your sleeping room on the ground floor. Upon arriving, she opens the mahogany door, bows politely, and motions you to enter. You cross the threshold and stare in amazement at this luxurious bedchamber. The courtier bids you good night and the door closes behind her without a sound.

Fine food and new clothing have thoughtfully been provided for you. You climb out of your damp and travel-stained clothes and ease yourself into the warm water of a sunken marble bath. The scented water soothes your aching limbs. After bathing, you eat before retiring to a majestic bed where you fall asleep as soon as your head touches the soft silk pillow.

You are awoken before dawn by the harmonic tinkling of a small hand bell. You open your eyes and the first thing you see is the smiling face of the courtier. With a soft and lilting voice, she tells you that Lieutenant Quang will be in the concourse in thirty minutes time. You watch as she seemingly glides out of the bed chamber and closes the door. You arise feeling better than you have felt in days. A good night's rest and a generous helping of shameless luxuriance restore any ENDURANCE points you may have lost so far. You get dressed in your new clothes which comprise a crimson leather jacket, black breeches, sturdy black boots, and a dark green oilskin cape with a generous hood. After re-equipping yourself with your belt, Backpack, and Weapons, you leave the bedchamber and make your way to the concourse. The three Watchers are there and they bid you good morning. You have all arrived a little early and you have ten minutes to kill before Lieutenant Quang is expected. The palace courtiers bring you each a basket of freshly baked bread, cheese, and slices of veal with exotic fruits and together you eat a hurried breakfast beside the azure stream of the indoor garden before Quang arrives.

The lieutenant appears, clad in his battle dress with his badge of rank prominently displayed on his dark green cloak. He ushers you all to the Imperial stables where you collect your mounts for the journey. They are fine steeds and will serve you well. You pass through the city's south gate just as dawn is breaking and begin the long ride to Vabou. The rain swept highway is still crowded with refugees but they quickly make way for you when they recognise Quang's Imperial Guard insignia and you reach the village of Uzam in the early afternoon. You pass by the blacksmithy and general store and notice that both places are now closed and boarded up. You are riding past the tavern when you see Kenga, the tavern owner, appear at an open upper floor window. He looks very frightened and he is about to shout something to you when he is dragged away from the window by unseen hands.

If you wish to stop and investigate what has just happened to Kenga, [turn to 54](#).

If you decide to do nothing and continue your ride through the village without stopping, [turn to 227](#).

298

Hurriedly, you prepare to launch a pulse of mental energy at the sinister entity.

If you have achieved the rank of Sun Lord or higher, [turn to 70](#).

If you have yet to achieve this Grand Master rank, [turn to 222](#).

Shousun hurries away to prepare your food and you try to relax after the rigours of your long ride. The greenish ale helps. It is called Chai-cheer and it is a brew famous throughout Magnamund. It is deliciously malty and wonderfully refreshing. Quang tells you that he chose his words carefully when speaking to the innkeeper. To have said nothing would have stoked his fears and caused unnecessary anxiety among the villagers. He is in no doubt that Shousun will not keep what he has been told to himself for very long.

Soon the innkeeper returns with your meals, four plates stacked high with slices of grilled pork and copious roasted potatoes. He places the food on the table and hands you each a key to your rooms on the floor above. You eat your food in silence and then retire, thankful to be out of the rain and in warm comfortable beds on this bleak and stormy night.

You fall asleep with ease but you do not rest easily. You are haunted by dreams filled with sinister shadowy images and premonitions of impending loss. Thrice you awaken during the night, drenched in cold sweat, and each time you do you find it hard to go back to sleep. When you wake a fourth time, an hour before dawn, you decide to leave your bed and sit by the window to await the coming light of day. Due to your poor night's sleep and the chilling nightmares you have suffered, you lose 2 ENDURANCE.

Quang, Bai, and Deng are waiting for you when you descend the stairs to the taproom below. Shousun's daughter, Zhou-yin, has brought your horses from the stable and they are tethered to a rail outside the front door of the inn. She has prepared some food to take with you. It is wrapped in four neat parcels of toa leaves and secured with twine. (If you wish to accept your food parcel, record it on your [Action Chart](#) as a Meal). You bid her thanks and tell her to convey your appreciation to her father when he awakens.

Chao is in the market square when you arrive there, seated astride his horse. There is no need to ask him if he enjoyed his visit home; the smile on his face says it all. Quang tells you that it is a thirty mile ride from here to Valus and he wants to reach the town by late afternoon. The Watchers nod in agreement and together you set off along the highway heading east.

[Turn to 103.](#)

300

You step away from Mooldor's body and brace yourself against the side of the wheelhouse as the deck of the ship sways from side to side. The mooring ropes and chains creak and groan as the hull of the *Silver Virixe* is battered by the raging waves. Bolts of lightning strike the pier and a deafening thunderclap explodes directly overhead. A feeling of cold dread grips your stomach; your Sixth Sense is screaming a warning that a great evil is fast approaching the vessel.

A loathsome Kraan emerges from the churning black clouds and swoops down to hover a few feet above the ship's foredeck. Astride its back is a thin figure swathed in black robes edged with gold and scarlet braid. In his cadaverous hand he clutches a black orb that trails wisps of thin black smoke.

If you have ever visited Gazad Helkona, a fortress-city in the Darklands, in a previous New Order adventure, [turn to 273](#).

If you have never visited Gazad Helkona, [turn to 69](#).

301

With consummate skill, simultaneously you unshoulder your Bow and draw an Arrow from your Quiver. Upon the instant that the feathered flights and the taut drawstring touch your pursed lips, you let slip the string and your Arrow flies straight and true towards the creature's ugly, snarling face. Instinctively it reacts to the approaching danger; it slashes at the speeding Arrow and shatters it upon the blade of its oversized kirusami. The shock of the close impact leave the creature unsettled yet undeterred.

[Turn to 140.](#)

302

The death shrieks of the slain Chagarashi echo through the rain swept hills. As if in answer to their dying cries, a chorus of shrill screeches issues from the surrounding trees.

‘There are more of them!’ gasps Anseng. ‘We must get away from here at once.’

There is no sign of your bolted horse and no time to search for him. Hurriedly, you and your guide climb onto the wagon and urge Chengu to move off. He is trembling with shock and does not respond. Anseng pulls him from the driver's bench and lays him down among the sacks of rice in the rear of the wagon. As he tends to his petrified friend, you take up the reins and urge the horse team to advance. They are traumatised by the sight and smell of the dead Chagarashi and refuse to move, but by using your Magnakai Discipline of Animal Control you calm them and get them to respond. They take off at a brisk pace, trampling the lifeless carcasses of the slain Chagarashi into the mud as they go.

You have travelled less than a mile along the winding highway when the horse team slows down. Their fear has returned. Despite your concentrated effort to soothe their troubled minds, you are rapidly losing control over them.

If you possess Grand Huntmastery and have achieved the rank of Sun Lord or higher, [turn to 278](#).

If you do not possess this Grand Master Discipline, or if you have yet to achieve the required rank, [turn to 237](#).

303

The wagon comes trundling along the highway as fast as the furrowed surface will allow. The driver sees you but it is clear that he has no intention of stopping. You draw upon your Magnakai Discipline of Animal Control and transmit a silent command to the horses to slow down and stop. They obey at once and the wagon slows to a halt alongside the grassy verge where you are standing. The driver whips the reins impatiently and shouts at the horse team to move but they do not respond.

‘May I ride aboard with you to Dwala?’ you ask.

‘Not if these nags don't pick up their hooves and do their job you can't!’ retorts the leathery-faced driver. He glares at you and then he narrows his eyes.

‘10 Ren,’ he says. ‘10 Ren to the south gate, and no further.’

If you wish to pay the driver 10 Ren (1 Gold Crown) to ride in his wagon to the city's south gate, [turn to 215](#).

If you do not wish to pay him, or if you have no money, [turn to 39](#).

304

You are in combat with 5 undead Nagah Ghouls. Lieutenant Quang fights fiercely by your side, and the three Watchers engage those ghouls that attempt to outflank you.

5 Nagah Ghouls: COMBAT SKILL 45 ENDURANCE 60

You may add 6 points to your COMBAT SKILL for the duration of this combat for Quang and the Watchers are fighting by your side throughout this battle against these fearsome foes. If you win this combat, Quang decapitates the heads of the fallen enemy to prevent them from being reanimated by the evil energy that has kept them in an undead state for centuries. As he chops off the head of the last Nagah Ghoul with his kirusami, you feel a chilling aura radiating from the Eye of Agarash. A sudden wave of weakness drains you of 3 ENDURANCE points.

As the nausea subsides, you turn your attention to the Watchers who have all sustained wounds during the combat. By the use of your Magnakai Curing Discipline, you are able to stop their bleeding and help them quickly to recover. You sense that you must now leave this location for there are more Nagah Ghouls in the vicinity and they are heading for the tavern garden, drawn by the foul smell of the spilt blood of their slain brethren. Hurriedly, you all remount your horses and press on with your journey to Vabou without further delay.

[Turn to 227.](#)

305

Reeling from the impact of this powerful psychic assault, you draw upon your advanced Discipline to absorb and transform the hostile psychic energy into a remarkably positive physical effect: restore 10 ENDURANCE points.

Zashnor senses that something is wrong and immediately it ceases its psychic assault.

[Turn to 145.](#)

306

Reflexively, you spring across the counter and, in mid-air, strike the falling cask with the edge of your clenched fist. Your swift blow deflects the cask away from Kenga's head but you badly gouge your fist on one of its brass bands: lose 3 ENDURANCE.

The deflected cask hits the hard stone with a loud crack and the impact splits it wide open, drenching the lucky tavern keeper with sweet Lourdenian wine.

[Turn to 176.](#)

Your Arrow enters its open mouth and exits through its scaly green cheek, trailing vile dark crimson blood. The wound is not fatal but it slows the creature down. For a few moments, the accompanying Skarada stop dead in their tracks and regard the wounded Chagarashi with looks of bewilderment. Then they growl with disdain and continue their advance. They split into two groups and come rushing around the sides of the barn. The moment they disappear from your view, you shout to the others:

‘Mount up! Let's get out of here!’

Quang and the Watchers leave their locations and race to their horses. Rapidly, you mount your horse and spur him towards the open doors. You are halfway across the barn when two Chagarashi appear in the open doorway and throw their arms wide. They spread their sinewy fingers and their razor-sharp talons glint in the dull light. They are attempting to block your escape.

You are almost upon them when your horse rears up in alarm. The Chagarashi seize this opportunity and leap forward to attack.

2 Chagarashi Scouts: COMBAT SKILL 45 ENDURANCE 45

You struggle to control your frightened horse throughout this combat. Its wild and erratic movement makes it hard for you to strike these enemies with precision. Deduct 4 points from your COMBAT SKILL for the duration of this fight.

If you win the combat, [turn to 224](#).

You approach the open door of the farm house and enter. Having determined that this dwelling is empty, you beckon the others to join you and then you wedge the door open with a kitchen knife that is lying discarded on the floor. The interior of this dwelling shows signs of having been abandoned in a hurry. The embers of a log fire are still aglow in its stone fireplace, and the remnants of a hastily eaten meal remain on the table. You draw up a chair and seat yourself at the table, making sure you have a clear view through the open doorway to the hills beyond.

The Watchers seat themselves around the table and rest their weary heads in their hands. Quang remains standing nearby. Bai, Chao and Deng are close to tears. They have been badly affected by the massacre of the refugees. Quang tries to console them but they are consumed with grief. He reminds them that they must put duty first. Escorting you to your rendezvous place must be their first and foremost concern. By fulfilling this goal they will help bring about the swift avenging of the murdered refugees. The lieutenant's words are inspiring and the Watchers draw strength from them. Soon they are able to compose themselves and refocus on doing their duty.

Quang is able to gather enough food from the kitchen shelves to provide everyone with a meal. As you eat in silence, you detect movement along the ridge of the distant hills. You leave the table and go to the open doorway to get a better look. It is as you suspect; a war party of Skarada are moving along the crest and they are heading in your direction.

‘They are coming!’

Your warning galvanises your companions into action. As one, they rise from the table and quickly gather their weapons and equipment.

In less than a minute you are all back in the saddle and heading south, eager to avoid being caught by the murderous Skarada.

[Turn to 203.](#)

309

The insidious effect of the Eye leaves you unsteady on your feet. The others support you until the weakness fades and you are able to stand unaided. They all sense that the Eye is responsible for your plight.

Captain Jian Tzu says that they will send word to Lord Rimoah that you are now in Dwala.

‘How is this so?’ you ask. ‘The storms are making it impossible to leave Dwala by boat, and it will take weeks to reach the Kai Monastery of Lorn overland. It would be difficult to keep the Eye of Agarash hidden from the enemy throughout such a long journey.’

Lord Honos politely interrupts and answers your question on behalf of the Captain.

‘Grand Master, I am a Journeymage and I have a Speaking Stone given to me by the High Council of the Elder Magi. I use it regularly to send my reports to the High Council Elders in Elzian. They will relay my message to Lord Rimoah that you are now here, in Dwala, with the Eye of Agarash. When Rimoah receives it he will surely come and collect you in his skyship.’

Lord Honos excuses himself and leaves the chamber to fetch his Speaking Stone. While you wait for him to return, Zautro and Song Tao offer to help you to recover from the rigours of your perilous journey to Dwala.

If you wish to accept Zautro's offer to use his herbcraft skills to restore to you lost ENDURANCE points, [turn to 186](#).

If you choose to accept Priestess Song Tao's offer to invoke Goddess Ishir's blessing upon you, [turn to 288](#).

If you decide to decline their kind offers and rest in an armchair until Lord Honos returns to the chamber, [turn to 338](#).

As you approach the covered wagon, you see that it has shed one of its two rear wheels. The Chai wagoneer, clad in a hooded grey oilskin, is struggling to get the wheel back onto the axle but the thick mud and relentless rain confound his every attempt.

‘I know this man,’ says Anseng, and calls out to the luckless traveller. ‘Hail, Chengu!’

The wagoneer turns his head and peers at you both through the teeming rain.

‘Anseng? Is that you? Ishir be praised, it is you!’

‘Chengu, my dear friend, you picked a fine time to go to market!’

You bring your horse to a halt behind the wagon, dismount, and tether its reins to the tailboard. Anseng makes a cursory inspection of the damaged axle and then introduces you to his friend. You learn that Chengu is a rice farmer. He and Anseng have known each other since they were young boys. They were both born and raised in the same street in the city of Dwala. When they were young men they went their separate ways; Anseng enlisted in the Chai Army and Chengu became a farmer in this region. Anseng always made sure to visit Chengu at his farmstead when the army dispatched him to H'lau once a year.

The wagon is laden with sacks of rice and the weight of this cargo has made it impossible for Chengu to reattach the wheel. But with Anseng's assistance, you are able to raise the rear of the wagon just enough for Chengu to push the wheel back into position. Its retaining pin has sheared off and so you improvise a replacement from an iron bracing scavenged from the tailgate. Within the hour, the wagon is good to continue its journey to Vabou. Anseng sits himself beside his friend, and you travel alongside the wagon on horseback. You have

covered barely a mile when a cawing sound draws your gaze skyward. A trio of coal-black ravens are circling directly overhead.

If you possess the Discipline of Animal Mastery, [turn to 22](#).

If you do not possess this Kai Grand Master Discipline, [turn to 259](#).

311

You shape your mouth in readiness to utter the Old Kingdom power-word: *Gloar!* The force of your spell word hits the grouped Nagah Ghouls and sends them tumbling backwards to the ground.

‘Charge!’ shouts Lieutenant Quang, and his stirring command galvanises the Watchers into action. Anxious to seize the advantage your power-word has provided, all five of you attack the fallen Nagah Ghouls before they can get back on their feet.

[Turn to 207.](#)

Your final fatal blow shatters the chest of the Ice Dragon Zashnor. It implodes with a deafening noise, like the simultaneous smashing of a thousand crystal chandeliers. The frosty wings and limbs become detached as the torso disintegrates upon the deck, and rapidly they melt into a milky cloud that engulfs the broken remains. For a few moments this opaque ball of mist churns and seethes until it loses the last of its energy and is whipped away on the winds of the storm.

Lying at your feet is the grey robed form of Zashnor, torn and lifeless. You draw back the hood of its robe and reveal its true form. Its distorted goat-like skull is semi-transparent allowing you to see its brain which is as dark as night. Two small straight horns protrude from its forehead and its eye sockets appear unnaturally black, as if they are two holes through which you can see into another plain of existence. It is exceedingly rare to look upon a Nadziran in its true form. You recall something that Supreme Master Lone Wolf told you about the Nadziran, that when they are destroyed they are destroyed utterly; nothing at all remains of their bodies or spirit. Zashnor was clearly an exceptional Nadziran. There are rumours that a select few Nadziran have returned to Magnamund by the grace of Naar and life-draining necromantic rituals after having seemingly been destroyed. Mindful of this, you resolve that Zashnor shall never join their ranks.

Driven by an overwhelming instinct, you raise your Kai Weapon above your head and bring it crashing down upon the Nadziran's loathsome skull. Your mighty blow sunders the translucent bone case, destroying it completely. Within moments of its destruction, the crushed remains of the skull and the entire skeletal carcass become a pungent black slime that bubbles and boils until all that is left are a ragged grey robe and a man-sized patch of scorched decking.

The thunder and lightning cease abruptly and the violent storm begins to abate. The winds die down and the torrential rain recedes until it

becomes little more than light drizzle. Calm is slowly returning to storm ravaged Chai as the power of Zashnor relinquishes its foul grip on nature. After so many days of raging turmoil, the natural balance of the elements is finally being restored.

You close your eyes and offer up a prayer to God Kai for giving you the strength and courage to overcome this formidable foe. You are concluding your prayer when a riotous noise makes you open your eyes and focus your gaze on the quayside.

[Turn to 107.](#)

313

Your swift dispatch of the larger Chagarashi causes its lesser companion to flee in panic. As it lopes away into the trees, Anseng appears by your side. With a wry smile, he says:

‘Well, my Lord. It appears you didn't need my help in dealing with these accursed beasts.’

‘Not this time,’ you reply. ‘But your help's always welcome. I may not be so fortunate next time.’

Once again you call upon your Magnakai Discipline of Animal Control to calm the wagon team. They are slow to respond to your soothing commands but your persistence pays off. When they have settled, you join Anseng on the driver's seat and take up the reins. The horses set off at a steady pace and slowly gather speed as their confidence returns.

You have covered less than a mile when you come to a sharp bend in the road. You rein in the horses to negotiate this difficult hairpin bend, but upon clearing it your heart sinks when you see a strange phenomenon blocking the highway. Barely fifty yards ahead, a semi-circular dome of swirling dark energy crackles loudly as it brings the surface of the muddy road to the boil. Ghostly grey images swoop in and out of this dark dome, trailing wreathes of steam as they emerge from its unnatural blackness. Anseng can hardly believe what he is seeing. He opens his mouth to voice his shocked surprise but no sound emerges. His eyes widen with fear when he realises he can no longer speak.

If you possess Kai-screen and have achieved the rank of Grand Thane, [turn to 61](#).

If you do not possess this Grand Master Discipline, or if you have yet to achieve the rank of Grand Thane, [turn to 102](#).

314

The innkeeper is about to pose a riddle to his customers. He will double any money that is wagered by those who solve it. Your answer must be written on one of two paper slips and placed in the parchment envelope along with your wager. On the face of the envelope you must inscribe a symbol. On the second slip of paper you must inscribe the same symbol that you made on the face of the envelope. This second slip must be kept safely. If your answer is correct you will have to show this slip. If the symbol does not match any of the winning envelopes then you cannot lay claim to your winnings.

If you decide not to make a wager, you now leave the inn and continue on your way across the storm-swept quayside to Chunang Street which heads off in a northerly direction ([turn to 59](#)).

If you wish to stay and place a bet on being able to solve the riddle, deduct from your Belt Pouch the number of Gold Crowns you wish to wager. Make a note of this deduction in the margin of your [Action Chart](#). If you deduce the answer correctly you may add double this number of Gold Crowns to the money in your Belt Pouch. If you do not answer correctly, you will lose the Gold Crowns you wager.

The innkeeper places a tall hourglass on the taproom counter. A hush descends; he is about to begin.

‘When he was a young boy, our beloved Khea-khan was gifted a bag of apples on the morning of his seventh birthday. He ate a third of them. The next day he ate half of the remaining apples. On the following day he ate one more, and another on the day after that. Then he ate half of the remaining apples on the next day, which was the fifth day after his birthday. On the morning of the sixth day he looked in the bag and was very sad to see that there was only one apple left. So tell me please, how many apples did the bag contain

when it was first given to the Khea-khan on the morning of his birthday?’

The moment the innkeeper finishes his conundrum, he turns the hourglass over and the sand begins to trickle from the top half to the bottom. You have two minutes in which to solve this riddle.

When you are sure you know the answer, [turn to the section](#) that is the same number as your answer. You will be informed by the text if your answer is correct.⁹

If you cannot work out the answer, or if your answer proves to be incorrect, [turn to 132](#).

[9] The section corresponding to the correct answer will have a footnote confirming that it is indeed correct.

315

The doomwolf gnaws at your right foot and desperately you kick free from its fang-filled jaws. It yelps with frustration and launches itself at your back as your terrified horse starts to pull ahead. Its sharp claws, now fully extended, rip through your oilskin cape and slice through the side of your backpack. You lose two Backpack Items (the first and the last items recorded on your list). Steadily, your horse pulls away from this howling creature, leaving it trailing in your wake.

[Turn to 264.](#)

316

You steer your horse onto the crowded highway and draw up alongside a covered wagon that shields you from the eyes of the approaching Chai rangers, but your actions do not go unnoticed. The rangers turn their horses onto the highway, scattering refugees as they force their way through. It will take more than your Magnakai Discipline of Invisibility to keep you and your horse hidden from these elite cavalymen. Inexorably, they draw closer and you are forced to abandon your attempt to hide beside the wagon which no longer provides any cover from the approaching rangers.

You leave the wagon and force your way through the refugees. The moment you are off the highway, you urge your mare to the gallop and head due west towards a range of low hills. They will provide you with good cover in which to shake off the Chai cavalymen who are now pursuing you across rain-swept grassland.

The rangers give up the chase as soon as you enter the hills. Reluctantly, they turn their horses around and ride back to the highway. As you watch them go, you resolve to head north through the hills and attempt to return to the highway nearer Pensei. You have been riding for an hour when you happen upon a large timber cabin surrounded by a split log fence.

If you wish to stop and investigate this remote homestead, [turn to 76](#).

If you do not, you can continue your ride through the hills by [turning to 337](#).

Chao accepts your decision with good grace. Quang tells him to go home and stay with his family overnight, and then meet you all in the market square at dawn tomorrow. Chao is very grateful and he thanks Quang profusely. With a smile of pure joy on his face, he bids you all a good night and gallops away to his house on the east side of the settlement.

The Merry Forester Inn is situated in the middle of Jueng near to its market square. You enter its modest stable and leave your horses in the capable hands of the innkeeper's daughter, Zhou-yin. You enter the inn and find its taproom is busy but not crowded. The village patrons take note of Quang's Imperial Guard insignia and it sets off a hubbub of speculation as to why he is here. The owner leaves his counter and hurries across the taproom to introduce himself and bid you a warm welcome. You learn that his name is Shousun.

‘Have you any news of Vabou?’ he asks, anxiously. ‘We’ve heard rumours it’s been attacked. We’ve had no news from Vabou or Klatii for more than two days.’

Quang glances at you and hesitates to answer the innkeeper. Then he says:

‘Plenty of time for gossip later, my friend. My companions and I have travelled far this day and we’re in need of rest and refreshments. Four flagons of your best ale, if you please!’

Shousun nods and then returns to his place behind the taproom counter. His sour expression conveys his disappointment more than words ever could. You remove your backpacks and loosen your equipment belts before seating yourselves at a round table at the rear of the taproom. When the innkeeper approaches with a tray of

frothing flagons, Quang whispers to you all: 'Make no mention of the refugee massacre or the battle at Vabou.'

Shousun sets the tray upon the table and asks for 40 Ren (4 Gold Crowns).

If you have sufficient money and wish to pay for the ales, [turn to 154](#).

If you do not have enough money, or if you choose not to offer to pay for the ales, [turn to 77](#).

318

You spur your horse to the front of the wagon team and your stomach churns when you see what has frightened them. On the highway ahead, three ravenous long-limbed monstrosities with scaly green hides and dripping fangs are consuming the shredded remains of a luckless traveller and his horse. It is a horrific sight to behold.

If you have ever visited the town of Javai in a previous *Lone Wolf* adventure, [turn to 44](#).

If not, [turn to 195](#).

319

Suddenly you realise that you are not being subjected to an audio attack. The noise that fills your head is the effect of a powerful psychic assault on your senses. You call upon your advanced Discipline to absorb and transform the hostile psychic energy into a positive physical effect: restore 3 ENDURANCE.

Howling with frustration that its psychic attack has not harmed you, the ghoulish figure leaps forwards brandishing his black staff. In the blink of an eye, the staff transforms into a hissing serpent. It is disturbingly similar to the snake that emerged from the mouth of undead Anseng. You reach for your weapon and pull back as the serpent's venomous fangs strike out for your throat.

Xaol the Necromancer (*reconstructed undead, with Serpent Rod*):
COMBAT SKILL 50 ENDURANCE 50

Xaol is a powerful undead adversary. If your chosen weapon provides you with a bonus when used in a fight against an undead foe, be sure to calculate and add the bonus to your COMBAT SKILL before this battle begins. If you possess the Kai Weapon 'Spawnsmite' or 'Valiance' you may add the bonus that you gain from its unique properties during this combat.

If you win the combat, [turn to 160](#).

320

Congratulations, your answer is correct. The Wedding Ring must be in the Gold Box otherwise all the inscriptions would either be true or false. You can now double the Gold Crowns you wagered and add them to your Belt Pouch.

[Turn to 175.](#)

321

When the guard sees that you are carrying a kirusami, his attitude changes dramatically.

‘My Lord,’ he says, with respect. ‘I had no idea you are an Imperial Guardsman. Why did you not tell me this? It would have spared you all this inconvenience.’

‘It was no inconvenience, soldier,’ you reply. ‘I am conducting a test to see if you are carrying out your duties to the full. You have availed yourself well. I am impressed. I will commend your thoroughness to your commanding officer when I make my report.’

The guard is impressed and delighted. Such a commendation will surely lead to the promotion he has coveted for so long. A new-found pride wells up inside him. He snaps to attention and salutes you. You return his salute and briskly he steps aside to allow you to enter the south gate.

[Turn to 190.](#)

Using your Grand Master Discipline of Assimilance, you effect a striking change to your appearance. Your facial features change so that you now resemble a typical Chai peasant. The rangers approach and gallop past you without paying you any undue attention.

A few miles on, you see a large group of refugees assembled around a stone shrine dedicated to Goddess Ishir. They are kneeling in communal prayer, oblivious to the mud and the teeming rain. Your Sixth Sense detects an invisible aura of goodness surrounding the shrine. You bring your horse to a halt at the edge of the circle of devout worshippers and you feel a sensation of warmth and calmness flowing through you: restore 1 ENDURANCE. Your horse also benefits from the reviving power of the shrine, and when you push on along the margin of grassland bordering the highway, she is able to maintain a steady canter without tiring.

Pensei appears in view shortly before dusk. A night curfew has been imposed and you arrive at the south gate of the city just in time to enter before the heavy portal is chained shut until dawn tomorrow. You meet with no challenge from the guards at the gate; they are too busy dealing with a last rush of refugees who are desperate to leave Pensei before the gate is locked and the curfew begins.

Inside the south gate there is a large square ringed by shops and dwellings. You must make your way to the Imperial Palace, but it has been a long time since you last set foot in this ancient capital and you are not sure which avenue will lead you there. All you can remember is that the palace occupies the north-eastern precinct of the city.

If you wish to enter and follow Maoshen Avenue towards the north, [turn to 185](#).

If you decide to follow Tzushen Avenue towards the east, [turn to 251](#).

323

The boat tumbles stern over bow and you are hurled into the raging waters. You plunge deep into the watery abyss, dragged down by the strong currents and the weight of your weapons and equipment. Desperately, you pray to God Kai for help and a wave of energy courses through your body, giving you the strength to fight your way back towards the surface.

Pick a number from the [Random Number Table](#) (0 = 10). If your backpack contains 6 or more items, add 2 to this number. The total determines how many ENDURANCE points you lose while you are submerged in the depths.

To continue, [turn to 101](#).

324

Drawing upon your Animal Mastery Discipline, you focus on the distant Chagarashi and command it to fall asleep. The creature slows its pace but it does not drop to the ground as you were expecting it to. Your Sixth Sense detects that this creature is unusually resistant to your psychic command. It shakes its head and emits a shriek of frustration before turning its feral gaze in your direction. On seeing you and your party it reacts in an instant. Swiftly, it turns about and lopes away through the trees in the direction of the roadblock.

‘I must stop it getting away,’ you shout to your companions. ‘If it makes it to the roadblock, we’ll soon have more than one of them to deal with.’

You spur your horse to the gallop and charge at the fleeing Chagarashi. The creature panics and collides face first with a tree trunk in its desperation to evade your swift and sudden approach. Reeling from the impact with the tree, drunkenly it turns to face you as you bear down on it. You unsheathe your Kai Weapon and raise it in readiness to strike the beast a killing blow.

Chagarashi Scout (*stunned*): COMBAT SKILL 34 ENDURANCE 36

Due to the speed of your attack, you can only engage in one round of combat with this enemy before the momentum of your charging horse carries you past it.

If you kill the Chagarashi in this single round of combat, [turn to 267](#).

If you do not kill the Chagarashi outright with your single blow, [turn to 142](#).

If you lose more ENDURANCE points than the Chagarashi in this single round of combat, [turn to 88](#).

325

Zian-zu is an ex-Chai army sergeant who owns and runs this shop. Now retired, he sells a variety of hand weapons. He greets you warmly and invites you to browse his weapon racks at your leisure. Each of the weapons has a price tag. Those of most interest are:

- Arrows: 10 Ren each (1 Gold Crown each)
- Dagger: 50 Ren (5 Gold Crowns)
- Axe: 80 Ren (8 Gold Crowns)
- Sword: 100 Ren (10 Gold Crowns)
- Mace: 100 Ren (10 Gold Crowns)
- Bow: 200 Ren (20 Gold Crowns)

You may buy any of the items listed above for the price indicated. With the exception of the Bow (which you carry slung over your shoulder) and the Arrows (which are kept in your Quiver), they are all Weapons that you carry sheathed on your belt. You are under no obligation to make a purchase at this establishment.

Zian-zu gives a respectful bow and he bids you good night when you leave the shop.

If you choose to visit or revisit Shau Zau's General Store on the opposite side of the street, [turn to 13](#).

If you decide to continue along Daruzhi Street, [turn to 266](#).

326

The raging storm and the seismic upheaval of the land hereabouts make it impossible for you to search for your lost beacon. It is too dangerous for you to stay here and so you decide to return to this place once your mission has been achieved. The tracker gem will bring Lord Rimoah back to this location at sunset in six days' time. You resolve to be here when he arrives.

If you possess the Discipline of Grand Pathsmanship, and have also attained the rank of Kai Grand Sentinel (or higher), [turn to 214](#).

If you do not possess this skill, or if you have not yet attained this rank, [turn instead to 30](#).

Honos and Zautro dash from the kitchen door and rush ahead of you along the alleyway to provide you with some cover from the leathery black archers in the passage beyond. Lord Honos casts a brace of flaming bolts that incinerate the nearest two enemies and transforms them to glowing heaps of ash. Herbwarden Zautro hurls a green glass sphere that smashes in the midst of the remaining four and ensnares them in rapidly growing tangle of barbed briars. They accompany you to the end of the alley and scour the adjoining passageway to check if the coast is clear.

‘Go, Grand Master,’ says Zautro, ‘Go now, and may Kai and Ishir go with you!’

Mindful of Captain Jian Tzu's directions, you reach the end of the passageway and go left into Izara Street. Soon you reach the city's Main Square and follow the sign westwards to the Quay. Upon reaching the quayside, you shield your eyes from the lashing rain and scan the length of the central stone pier until you espy what you are looking for. The *Silver Virixe* is moored at the end of the pier, roped and chained securely in its berth. You run to the pier and race along its stone walkway, buffeted on all sides by the wind and sheeting rain. You are halfway along the pier when a leathery-winged creature swoops down from of the raging storm clouds and passes directly over your head. It screeches and your pounding heart misses a beat when you recognise what this creature is.

[Turn to 47.](#)

328

You pick off two of the Chagarashi leaders with ease (erase 2 Arrows from your [Action Chart](#)), but you do not have enough time or Arrows to kill all of the Skarada that are following them. There are more than a hundred Skarada assaulting this section of the town's perimeter wall!

None of the militiamen are armed with bows, so you order them to keep their heads below the parapet and prepare to strike hard the moment the enemy show themselves.

‘Don't let them take the parapet walkway!’ you shout.

The remaining Chagarashi lead the attack on the North wall. They leap up and sink their talons deep into the logs and cling on tightly as the Skarada use them like scaling ladders, clambering up their backs to reach the top of the wall.

You unsheathe your Kai Weapon and join the militiamen crouching along the parapet walkway. The instant the clawed hands and head of the first Skarad appear above the parapet, you spring to your feet and strike.

Skarad: COMBAT SKILL 42 ENDURANCE 40

You may add +3 to your COMBAT SKILL in the first round of this combat. The Skarad is unable to retaliate in the first round as it has not cleared the wall, therefore you should ignore any ENDURANCE loss you sustain in the initial round.

If you win this combat, [turn to 68](#).

329

Using your Magnakai skill of Nexus in combination with your basic Kai Discipline of Mind Over Matter, you are able to shift the internal levers of the lock into the correct position to release the securing bolt. You pull open the safe door and discover several furlled parchments, mostly cargo lists and records of the ship's expenditures, and a leather bound ledger. Resting in the bottom of the safe is a small sack filled with Silver Ren. A tag on its drawstring tells you that it contains 1,000 Ren (100 Gold Crowns). It is the crewmen's pay. You close the safe door and leave the contents undisturbed. You are a Kai Grand Master, not some lowly thief who would think nothing of depriving the crew of their hard-earned wages.

To continue, [turn to 260](#).

Upon the instant you defeat the Spectral Entity, its ghostly body and the dome of dark energy both vanish in the blink of an eye. Anseng regains his ability to speak, but the shock of the supernatural encounter leaves him agitated and wary. You sense that the presence of evil that has haunted you since entering this hilly and wooded area has now gone. Tranquillity has returned to this region. Anseng and the horse team are reassured by this welcome return to normality and you resume your journey to Vabou with all haste.

Night falls long before you reach the town. The way ahead is illuminated by bright moonlight that pours through a break in the leaden clouds and is reflected in the puddles that cover the waterlogged highway. You offer up a silent prayer of thanks to Goddess Ishir for this blessing she has bestowed upon you and your companions, for it enables the horse team to follow the highway across the Huzang Plain with little difficulty.

It is an hour before midnight when you see the lights of Vabou in the middle distance. This large town is surrounded by a wooden palisade, lending it a fort-like appearance. Upon reaching the town's west gate, you are waved down by two town guardsmen with glowing lanterns. They recognise the kirusami that Anseng is armed with and respectfully they salute him. They are aware that only the Imperial Guard are permitted to own and use such weapons, and only the most distinguished former-members of the Guard are allowed to retain their coveted polearm when they retire from service. Beyond the west gate, you trundle along a wide shop-lined street that leads to a junction where it joins the main highway connecting the town of Klatii with the capital, Pensei. During your night journey to Vabou, Chengu has fully recovered from the shock of his ordeal and has resumed his role as wagoneer. Anseng directs him along the central highway to a large inn called The Golden Dragon. It is here that you bid farewell to Chengu and climb down from his wagon. He wishes you both good luck and

farewell before he sets off for the house of his brother and family on the east side of the town.

Despite the late hour, the Golden Dragon is still open for business. The rains have returned and Anseng beckons you to follow as he climbs the wide stone steps from the street to the inn's front door.

[Turn to 4.](#)

331

Hurriedly you let loose your Arrow but it misses its mark. It clips the doomwolf's left ear and leaves a ragged tear that enrages the beast even more. It reaches the end of the trunk, leaps over your companions, and comes bounding directly towards you and your horse. You quickly shoulder your Bow and draw your Kai Weapon, but the instant it leaves the scabbard you are hit by this snarling Darklands beast. The force of the impact carries you clean out of your saddle. You land heavily on your back and gash your head on a jagged rock: lose 3 ENDURANCE.

If you have survived this wounding, [turn to 257](#).

332

You magnify your vision and focus on the bloodthirsty beasts responsible that are for this slaughter. The creatures are muscular bipeds covered with coarse grey fur. A bony ridge runs from their foreheads to the base of their stunted tails and each has a mouth filled with tiger-like fangs. Some have crude axes fashioned from flint and bone with which they brutally decapitate and dismember the corpses.

‘Skarada!’ gasps Quang, in disbelief. ‘I encountered a Skarad years ago in the Voxai Swamp. I still carry the scars of that accursed creature.’

Bai and Deng are so shocked and outraged when they survey this terrible scene that they cannot suppress their anger. Vehemently, they curse the murdering bloodthirsty beasts. Lieutenant Quang hisses at them to be quiet but their curses have already reached the ears of the closest Skarada. One of them emits a piercing shriek and a dozen of its confederates respond instantly. They cease their gruesome feasting and come bounding up the slope of the hill towards your position.

If you wish to evade these Skarada, you can tell Quang and the Watchers to retreat from the hilltop and hurry back to the horses. [Turn to 343.](#)

Or you can unsheathe your Kai Weapon and prepare to fight the advancing Skarada the moment they reach the top of the hill. [Turn to 118.](#)

333

You pull an Arrow from your Quiver and fix it in place. You know where your target is but you dare not show yourself. The arrows your opponent is firing are much swifter than yours. You take a deep breath, step away from the wheelhouse, glimpse your target and release your straining bowstring all in one smooth and fluid movement.

Pick a number from the [Random Number Table](#). If you have the Grand Master Discipline of Grand Weaponmastery with Bow, add 5 to the number you have chosen.

If your total is now 4 or lower, [turn to 109](#).

If it is 5 or higher, [turn to 217](#).

334

The waters seethe and roil around your boat. Huge waves crash together and drench you as valiantly you struggle to reach the far side. Blinding blue-white forks of lightning streak from the black clouds above and stab the tortured waters all around. It is impossible to steer; all you can do is row hard and pray you will survive this terrifying voyage.

You are nearing the middle of the channel when a bolt of lightning strikes the churning surface close by. The discharge of its electrical energy jolts and numbs your aching arms: lose 1 ENDURANCE point. Quang is worse affected and he loses a grip of his oar. It is torn from his grasp and whisked away on the howling wind. Shock has rendered him unconscious and turned his skin pale grey. He slumps forward, and as you reach to pull him back onto the seat, the boat is hoisted on the crest of a tremendous wave and catapulted skywards.

If you possess the Grand Master Discipline of Kai-alchemy, and have reached the rank of Sun Thane or higher, [turn to 167](#).

If you possess Tincture of Sabito Root, [turn to 232](#).

If you do not have Kai-alchemy, the required level of rank, or any Tincture of Sabito Root, [turn to 323](#).

335

The instant you slay Anseng, his cadaverous body is consumed by a ball of guttering blue flames. Hungrily they feed on his remains and the ball becomes larger, forcing you to retreat from its expanding power for fear of being drawn into the raging core. Abruptly, the ball transforms into a column of intense blue light that rapidly ascends into the storm clouds overhead. And then it is gone, leaving behind a heap of cold ashes on the muddy ground. Lying atop this mound is Anseng's Kirusami. It is no longer wreathed with blue fire; it appears to have returned to its normal state.

Your Sixth Sense tells you that the aura of evil that surrounded Anseng and his weapon has now vanished. You kneel beside the ashes and place your hand upon the shaft of the Kirusami. It feels cool to the touch. Your Kai senses detect that some of its fell power still lingers in the blade, but it is insufficient to cause you harm.

If you wish to pick up and keep this Kirusami, [turn to 125](#).

If you do not, [turn to 223](#).

336

You soon discover a muddy footpath that wends its way through an acre of reed beds. The loud nocturnal croaking of Chai frogs can just be heard above noise of the howling wind. On the far side of the reed beds you come to a small shack perched on wooden stilts. Candlelight illuminates its solitary window. The door of the shack creaks open as you approach and you see an old man silhouetted in the doorway. He gives a friendly wave and beckons you to climb the ladder to his humble home.

He kindly offers to shelter you from the storm, but you tell him you are on your way to Dwala and must press on.

‘You no reach city that way,’ he says. ‘Path flooded not far from here. You go east, join highway instead. That best way to Dwala.’ You thank the old man for his advice. As you are about to set off across the waterlogged grassland, he calls out:

‘You want buy Laumspur?’ he asks. ‘I got Laumspur. You look like you need Laumspur!’

This old Chai Wet-lander has three potions of Laumspur which he is willing to sell for 60 Ren (6 Gold Crowns) per potion. Each potion takes up one space in your backpack and restores 4 ENDURANCE when swallowed after combat.

[Turn to 345.](#)

You ride ten miles through the gentle hills before turning east and heading back across the open grassland to the highway. You rejoin it near a place where a large group of refugees are assembled around a stone shrine dedicated to Goddess Ishir. They are kneeling in communal prayer, oblivious to the mud and the teeming rain. Your Sixth Sense detects an invisible aura of goodness surrounding the shrine. You bring your horse to a halt at the edge of the circle of devout worshippers and you feel a sensation of warmth and calmness flowing through you: restore 1 ENDURANCE. Your horse also benefits from the reviving power of the shrine, and when you push on along the margin of grassland bordering the highway, she is able to maintain a steady canter without tiring.

Pensei appears in view shortly before dusk. A night curfew has been imposed and you arrive at the south gate of the city just in time to enter before the heavy portal is chained shut until dawn tomorrow. You meet with no challenge from the guards at the gate; they are too busy dealing with a last rush of refugees who are desperate to leave Pensei before the gate is locked and the curfew begins.

Inside the south gate there is a large square ringed by shops and dwellings. You must make your way to the Imperial Palace, but it has been a long time since you last set foot in this ancient capital and you are not sure which avenue will lead you there. All you can remember is that the palace occupies the north-eastern precinct of the city.

If you wish to enter and follow Maoshen Avenue towards the north, [turn to 185](#).

If you decide to follow Tzushen Avenue towards the east, [turn to 251](#).

338

Lord Honos is holding something when he returns to the chamber. Inquisitively, you all gather around him. Cupped in his hands is an apple-sized crystal with a milky opalescence. You sense it has magical properties. He brings the stone to his chest and presses it close to his heart. With his eyes firmly closed, he makes silent mental contact with the High Council in Elzian. A minute passes before he opens his eyes and says:

‘It is done. Now we must await their answer.’

There is a knock on the chamber door, and Song Tao says ‘Enter.’ The door opens and into the chamber come two Moon Maidens, devoted assistants to the Priestess. Their names are Kwe and Jia Zhai. They are bearing two silver platters of food and Priestess Song Tao invites you all to partake of this delicious selection of grilled fish, boiled rice, and steamed vegetables. You are eating when Lord Honos suddenly jumps up from his chair as if he has been stung by a bee.

[Turn to 169.](#)

The girl frowns and goes to have a quiet word with Lun-chow the Innkeeper. You see him nodding his approval and the girl comes back and informs you that there will be no charge for the meal; it is on the house.

From snippets of conversation you overhear while you are eating your delicious food, you learn that the entertainers are a band of travelling troubadours who hail from the city of Durwan in Lissan. They are on their way back to their native city after having performed in several taverns and inns of Pensei. The musicians begin to play a lively tune and a trio of pretty dancing girls whirl and twirl around the taproom to the delight of the patrons. One of the girls is wearing a tight-fitting red silk dress, and she glances repeatedly in your direction as she gyrates around the room. It appears that she has taken a special interest in you.

When the performance comes to a close, the patrons give a loud cheer and the girls pass among them collecting donations of Ren from the appreciative audience. After the money has been gathered up, the troubadours thank the Chai for their generosity and leave the taproom by way of the curtained archway. A few minutes later, the girl in the red silk dress reappears. With a charming smile, she comes and sits opposite you at your table. She tells you her name is Rakhi and says she has never seen anyone quite like you before. She asks if you are a Northlander. Your senses detect that she is genuinely friendly and does not intend to do you any harm. You reply that you are indeed a Northlander, but you refrain from telling her exactly which realm of the Northlands you hail from. 'I thought so,' she beams, joyfully. 'I have something that may be of interest to you.'

She places a velvet satchel on the table and flips it open. It contains four ceramic phials, each one stoppered with a cork and carefully

labelled and priced. She invites you to inspect them and gives an assurance that they are all genuine potions.

- Laumspur (will restore 4 ENDURANCE points when swallowed after combat): 50 Ren / 5 Gold Crowns
- Tazheng (a powerful anti-venom): 60 Ren / 6 Gold Crowns
- Tincture of Sabito root (rare in this part of Magnamund, Sabito enables the human body to extract oxygen from water through the skin, thus permitting anyone who swallows it to 'breathe' underwater): 80 Ren / 8 Gold Crowns
- Karmo: 120 Ren (12 Gold Crowns). When taken before combat, this potion doubles your ENDURANCE points score for the duration of the combat. It has heavy side effects that sometimes can result in death. After consuming Karmo, you must pick a number from the [Random Number Table](#). The number you choose determines how many ENDURANCE points you lose as a consequence of the side effects (0 = zero).

You may purchase any or all of these potions for the price indicated. If you wish to make a purchase, remember to adjust your [Action Chart](#) accordingly. These potions are all Backpack Items.

To continue, [turn to 144](#).

340

You draw your Kai Weapon and rush towards Zashnor as it struggles to pluck the Claw off the swaying deck. It grasps it unsteadily between two of its talons and fires off another bolt of energy in your direction. It is hurriedly cast and poorly aimed. The bolt shoots close by your left hip, melting the frost on the satchel containing the Eye as it crackles past and discharges harmlessly in the stormy waters of the estuary. You have avoided being hit directly, but the Eye is activated by the power of the Claw and it drains you of 2 ENDURANCE points.

Courageously, you strike the taloned hand of the Ice Dragon and send the Claw skittering away across the deck, beyond Zashnor's reach. The fell dragon shrieks with rage. You resolve to exploit Zashnor's unfocused burst of anger and slay this evil adversary where it stands.

[Turn to 100.](#)

341

You are pleasantly surprised to find a bath full of warm water and a bar of soap awaiting you in your room, and you take this welcome opportunity to bathe and wash the mud from your clothing before you climb into bed. You are disturbed by the events of the day, for it seems that your enemies are aware of your arrival in Chai and they are doing all they can to prevent you from completing your mission. You try to put your concerns to the back of your mind and get some sleep. It will be a long day's ride to Pensei.

[Turn to 183.](#)

342

The Doomgah leader raises its mighty kirusami and spouts of cracking blue flame erupt along the length of its razor sharp blade. It opens its maw to reveal a score of dagger-like fangs and a thin black tongue that writhes between them.

Klüz (*armed with Zukgudrak*): COMBAT SKILL 48 ENDURANCE 48

Anseng's Kirusami partially blocks the Zukgudrak's ability to leach power from the Eye of Agarash and turn it against you during this combat. In every round of combat in which you inflict an ENDURANCE points loss on Klüz that is greater than -3, you may deduct a further -1 ENDURANCE from the result.

If you win the combat, [turn to 119](#).

343

Quang knows only too well that discretion is the better part of valour. Your situation is untenable and he signals to Bai and Deng to abandon the hilltop. You scramble down the slope of the grassy hill as fast as your legs will carry you and reach Chao and the horses just in time. The Skarada are powerful runners and they are close on your heels. You are the first to settle in the saddle and you must choose which direction you wish to go to get away from the Skarada. You cannot head east towards the highway; a war party of Chagarashi are now awaiting you on the grassy plain and they are determined to stop you from escaping this way.

If you decide to turn to the south and make your escape along the perimeter of the hills, [turn to 277](#).

If you decide to turn north and attempt to evade the Skarada using the cover of the tall grassland, [turn to 42](#).

344

Lieutenant Quang escorts you and the Watchers out of the Pensei Pagoda and across the courtyard to the Imperial Palace Armoury which stands next to the grand double doors of the palace compound. At the heart of the building is a wide, deep hall illuminated by myriad oil lamps. They provide bright illumination for the palace armourers who are working at the forges and on the benches which are fixed the length the armoury's ivory-white walls.

The lieutenant takes you to a part of the armoury where newly finished weapons are stored. Hung or stacked high upon the racks are all manner of weapons, and you are invited to take your pick. He recommends one rack in particular which contains superior quality weapons forged for Imperial Guard officers. These each provide a bonus to COMBAT SKILL (as indicated):

- Bow (+1 CS)
- Arrows (as many as you need to fill a Quiver; no CS bonus)
- Quiver (contains a maximum of 12 Arrows. CS bonus does not apply to this item)
- Dagger (+1 CS)
- Short Sword (+1 CS)
- Broadsword (+1 CS)
- Axe (+2 CS)
- Mace (+2 CS)
- Warhammer (+2 CS)

You already possess your Kai Weapon which is a Special Item. You are permitted to carry two normal weapons in addition to this. If you already possess other weapons, you may exchange them for any of the superior weapons listed above. Be sure to note their COMBAT SKILL bonus when you record them on your [Action Chart](#).

When you and the Watchers have each made your choice of weapons, Lieutenant Quang takes you back to the concourse of the Pensei Pagoda where a small group of courtiers await you.

‘Grand Master, respected gentlemen, we shall meet here one hour before dawn. Your rooms are ready so I’ll bid you all a good night’s rest.’

Quang salutes you and retires to his quarters, leaving you in the capable hands of the courtiers.

[Turn to 297.](#)

345

You wave farewell to the old man, then you set out across the marshy grassland and soon reach the highway beyond. This road connects Dwala with the coastal port of Czantai to the south. Its surface is deeply rutted, a consequence of the heavy wagons that travel this trade road every day. Frequent bolts of lightning illuminate the muddy highway as you trudge the final mile to Dwala's south gate.

Upon arriving at the gate, a guard steps from his sentry post and demands you pay the night toll. Passage in and out of the city is free during the hours of daylight, but after dark a toll of 20 Ren (2 Gold Crowns) is imposed on all non-residents seeking to enter, and 10 Ren (1 Gold Crown) on those wishing to leave.

If you choose to pay the night toll, [turn to 156](#).

If you do not, or if you do not have sufficient Gold Crowns to do so, [turn to 94](#).

346

At the end of N'kow Lane you arrive at the East Gate of Dwala. It has an impressive Chai barbican comprising two stone watchtowers and an arched parapet which connects them above a large black enamelled iron portal bearing the imperial seal of Chai. The highway which passes through the East Gate heads off across a vast expanse of grassland known as the Great Lissan Plain.

Two streets lead away from the East Gate: Jirin Avenue to the west, and Yong Street to the north.

If you wish to enter Jirin Avenue, [turn to 213](#).

If you decide to follow Yong Street, [turn to 193](#).

You collect your horses from the tavern's stable and you are pleased to see that Tzu's son, Jeng, has done a fine job of looking after them. They have been fed, watered, groomed and are both well rested. Anseng tips the boy 20 Ren and he beams with joyful appreciation. He wishes you both a safe journey as you mount up and begin your long ride to the town of Vabou.

The weather is fine and sunny as you make a gradual decent through the hills beyond the village of Zang. But by the time you reach the Huzang Plain, heavy cloud has moved in from the west. It brings with it more rain. Anseng peers out from beneath the dripping rim of his straw hat and casts a sceptical eye across the great expanse of lush grassland to the east of the muddy highway.

'We'll be lucky to reach Vabou by nightfall,' he says, pessimistically. 'But try we must.'

You ride all morning in the heavy rain. The highway has been reduced to a muddy morass in places, but your horses are sure footed and you make good progress despite the foul weather. Several of the farmsteads that you pass along the way are busily preparing for the coming storms that hit H'lau overnight. Farmers are hurriedly securing loose roof shingles and boarding up their windows. A few have decided to abandon their farms until the storms have passed. They are loading their wagons and preparing to abandon their homes to seek shelter with relatives in Zang and Vabou until it is safe to return.

It is mid-afternoon when you come to a small spire of stone at side of the highway, close to a wooded copse. Its metallic tip gleams dully in the poor light. Anseng says you should stop here for a short while to allow the horses to rest. You may now eat a Meal from your Backpack, or you can use your basic Kai Hunting Discipline to forage enough food for one Meal in the rice fields hereabouts. You are

getting ready to remount and continue when a lightning storm breaks directly overhead. A crackling bolt of lightning strikes the tip of the stone spire, followed almost immediately by a deafening crash of thunder. The muddy ground shudders, but it is not the storm that is causing the sodden earth to tremble. From out of the copse comes a stampeding herd of Wild Guanza! These large bipedal lizards are wide-eyed with terror as they come racing towards you. Anseng screams a warning but the crazed Guanza pack are upon you before you can turn your horses about and evade them.

Wild Guanza Herd: COMBAT SKILL 42 ENDURANCE 38

These creatures are pack hunters. They are in a frenzy of fear induced by the deafening thunder and close lightning strikes. They are also very hungry and the scent of your horses is enough to override their primeval panic.

If you possess the Kai Grand Master Discipline of Animal Mastery, add 2 to your COMBAT SKILL for the duration of this fight.

If you win the combat, [turn to 201](#).

348

Reeling from the impact of this powerful psychic assault, desperately you draw upon your Magnakai Discipline of Psi-screen to create a mental wall around your mind to repel it. It takes crucial seconds to erect this defence and you suffer painful psychic shock before it is completed: lose 4 ENDURANCE points.

Zashnor senses that something is wrong and it immediately ceases its psychic assault.

[Turn to 145.](#)

You consider both suggestions and realise it is time you must face the harsh reality of your situation; you have no chance of reaching the rendezvous point in time. It is difficult having to admit this to yourself, and even more difficult having to inform your brave companions that you cannot go any further westwards. The risks of being captured or killed are simply too great.

They accept your decision in silence, their faces taut with frustration and disappointment. Having endured so much hardship and danger since leaving Pensei, they are loath to give up now. Chao is the first to speak.

‘My Lord, though it saddens me to have failed to carry out my duty to escort you to your destination, there may be another way to see you safely home. I propose we turn to the south-east and enter the Tviloi Forest. It will provide us with good cover from the enemy. My home village is Jueng and I know the forest well. We could ride to Jueng and stay there overnight. I can assure you all of a warm welcome there.’

Lieutenant Quang turns his sullen head and stares at Chao.

‘And what then? Do you have a plan that will deliver the Grand Master home safely, or do you simply long to return to your own home and to Naar with the vow you made to our Khea-khan?’

Chao begs the Lieutenant's forgiveness and asks to be allowed to continue.

‘Sir, with respect, I will never willingly break my vow. We will stay but one night in Jueng before continuing onward to Valus. The town has a ferry that crosses the Tkukoma Estuary twice daily. I propose we catch the ferry to Dwala. My comrade Watchers and I are based in Dwala. Our headquarters are in the Tower of Ishir. We are in regular contact with Lord Rimoah's envoy. Through him we could get word to the

Elder Magi that the Grand Master is with us and they could direct Lord Rimoah to collect him there.'

Lieutenant Quang considers Chao's proposal and his stern expression softens.

'My apologies, Chao. I should not have been so sharp with you. It is a good plan. I approve of it. What say you, Bai and Deng?'

The other Watchers are heartened by Chao's proposal. It offers them the chance to keep the solemn vow they made to Lao Tin. Deng is especially pleased for his home and family are in Valus and it raises his hopes of seeing them again.

'So be it,' says Quang. 'We shall turn towards the Tviloi Forest and make our way to Dwala from there.'

You are relieved that your mission may yet be completed and you agree to Chao's plan of action. But your sense of relief rapidly evaporates when you look towards the distant enemy. While you have been listening intently to Chao, you have failed to notice that several dark shapes are loping across the open plain towards you. Swiftly you magnify your vision and your heart skips a beat. At once you recognise the approaching creatures and you can hardly believe what you see: doomwolves!

'Hurry, hurry,' you cry, 'we must go now, and quickly!'

If you wish to turn around and gallop back along the highway towards Vabou, [turn to 3](#).

If you wish to speed south-eastwards towards the Tviloi Forest, [turn to 56](#).

Your return sky voyage to the Kai Monastery of Lorn takes a little over six hours. During your aerial flight, Lord Rimoah asks many questions about your mission and he prepares a detailed account which he will give to Kai Supreme Master Lone Wolf. Blazer has already given a similar report about his mission to the Kraknalorg chasm. He is proud to tell you that he, too, was successful.

You arrive at the Monastery in the early evening and watch the descent to the parade ground from the stern deck of the *Comet*. The blessed tranquillity of the Monastery is a welcome relief after the days and nights you have spent in the heavy rains and thunderous storms of Chai. You see *Skyfort* moored on the parade ground below and you hope that Black Hawk, Star Lynx, Steel Hand, and Swift Sword have enjoyed the same success that you and Blazer have achieved.

A Kai honour guard awaits you when you descend the boarding ladder to the gravelled parade ground. With pride, you acknowledge their salutes and accompany Lord Rimoah and Blazer to the Grand Hall at the top of the Tower of the Moon. Upon entering the hall, you see Lone Wolf seated upon his alabaster throne with Star Lynx and Sage Chastan standing quietly on either side.

‘Welcome Grand Masters,’ says Lone Wolf, proudly, ‘I commend you both on achieving your missions with honour. You have each defeated a powerful champion of evil and removed the threat they posed to the peace and stability of the lands around their mustering points. You have done well and you should feel rightly proud to have upheld the highest traditions of the Order.’

Sage Chastan approaches you and requests that you give him the Eye of Agarash. Lone Wolf nods his approval and willingly you hand over the satchel containing the bane that has burdened you all the way from Pensei. Chastan thanks you and bows respectfully to Lone Wolf

and the others before leaving the Grand Hall. Lone Wolf gets up and steps away from his throne. He beckons you all to join him at his map table where he picks up the steel pointer and taps it on the Kraknalorg Chasm and the Doomlands of Naaros. He looks at you and Blazer and says:

‘The success of your missions have neutralised these threats.’ He then moves the pointer to Dessi and continues. ‘Grand Master Star Lynx achieved his mission here. He, too, is commended for his bravery and his success.’ Star Lynx bows in acknowledgement of Lone Wolf's generous praise and tries hard to suppress a smile and maintain his composure.

‘And with the valuable assistance of our ally, Wizard Regent Grey Star, the city of Shadaki has been cleansed of the dark scourge that took control of it 16 years ago and lately threatened to resurrect the former Shadakine Empire in all its evil glory. At last, the death of Bright Star has been avenged. Ulonga and his Kitaezi Shamans are no more.’

Lone Wolf taps the location of Shadaki and then he pauses. For several seconds he says nothing and your Sixth Sense tells you that all is not well. Slowly, he moves the pointer and taps the map in three other places: Cragmantle, Ljuk, and the Maakengorge.

‘Alas, I must inform you that not all of the missions have been a success. Black Hawk has not returned from the ruins of Cragmantle. Neither has Swift Sword from Ljuk. I sense that they did not survive the tasks I set them and my heart is heavy with their loss. They were both gifted Grand Masters and our Order is poorer for having lost them.’

A shadow of sadness darkens the Grand Hall and you feel the grief that you all now share upon hearing this regrettable news. Lone Wolf moves the pointer one last time and taps the Maakengorge.

‘This is where I dispatched Steel Hand to carry out his mission. He has not returned but I sense he is still alive. Guildmaster Banedon has

gone back to Sommerlund to muster the help of the Brotherhood of the Crystal Star. They will assist a rescue mission to find and return Grand Master Steel Hand to us.'

Lone Wolf puts down the pointer and moves his head in a slow arc around the table, pausing to look each of you in the eyes for a few moments before moving on.

'Grand Masters, we must discover the fates that befell Black Hawk and Swift Sword. We must rescue Steel Hand, and we must complete the missions that I set them. Your accomplishments have delayed the resurgence of evil from overwhelming the Freelands of Magnamund, but this evil is growing stronger every day, every week, every month that we fail to defeat it. We must strive again to stem this rising flood before it becomes too strong for us to counter.'

Lone Wolf returns to his throne and motions to Lord Rimoah to come forward. They exchange a few quiet words and then Lone Wolf addresses you for the last time this day.

'Retire to your quarters and rest well, my Lords. I shall summon each of you tomorrow morning. Lord Rimoah and I shall decide the locations you shall be sent to complete the missions that remain unaccomplished.'

You leave the Grand Hall with Blazer and Star Lynx and retire to your private chamber. The loss of your brother Grand Masters is a bitter blow, but you try to put your grief to the back of your mind and concentrate on the mission that awaits you tomorrow.

Congratulations, Grand Master. You have achieved a great victory over the forces of darkness and saved Chai from certain destruction at the hands of Nadziran Zashnor and his fell minions. Soon your new mission will be revealed. You will discover the nature of the task that awaits you in the next exciting New Order adventure entitled:

Dead in the Deep

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Map of the Khea-Khanate of Chai

The Khea-khanate of Chai is a land whose north-east is dominated by flat expanses of grassy plains, while the southern coast consists largely of forests and rolling hills. Two small mountain ranges, the Huzang and the Szuchow, are located slightly west of the country's centre and are separated by jungles which slowly give way to swamps as one moves further west.

The city of Vabou is located near Chai's centre, and a traveller leaving Vabou would be able to choose between three of Chai's principal roadways in order to continue their journey. Choosing the south-west road would take the traveller towards the Chai Sea and the coastal town of H'lau, with a jungle bordering the road to the north and the Huzang Mountains and its foothills to the south.

If, instead, the traveller chose the south-east road, they would find themselves passing between the grasslands of the Chai Plain to their north and the Tviloi Forest to their south, with the road forking at the town of Klatii. One fork bears generally eastwards towards the river town of Hi'joi, while the other turns further southwards through the Tviloi forest, passing through Jueng and ending at the town of Valus, which is separated from the great city of Dwala by the waters of the Tkukoma Estuary.

Finally, the traveller leaving Vabou might choose the road bearing north, and after a journey flanked by the Nagah Forest to the east and Szuchow Mountains to the west, would arrive at Pensei, the capital of Chai and home of the Khea-khan himself. The capital is protected from the incursions of Chai's often unfriendly Bhanarian neighbours by the Chai Wall, a huge construction located a dozen miles to the west of Pensei, running about 50 miles from north to south, and anchored by several forts, notably Fort Jhung which stands athwart the road running west from Pensei into the nation of Bhanar.

Action Chart

Basic Statistics

ENDURANCE cannot
exceed initial
score. 0 = dead

COMBAT SKILL

ENDURANCE Points

New Order Grand Master Disciplines

You begin the *New Order* adventures with *five* Grand Master Disciplines. You may add a further Grand Master Discipline for every *Lone Wolf New Order* adventure you complete successfully.

No.	Discipline	Rank
1		
2		
3		
4		
5		Kai Grand Master Senior
6		Kai Grand Master Superior
7		Kai Grand Sentinel
8		Kai Grand Defender
9		Kai Grand Guardian
10		Sun Knight
11		Sun Lord
12		Sun Thane

13		Grand Thane
14		Grand Crown
15		Sun Prince
16		Kai Supreme Master

Grand Weaponmastery Checklist

Dagger	
Mace	
Warhammer	
Axe	
Quarterstaff	
Spear	
Short Sword	
Bow	
Sword	
Broadsword	

Weapons

2
Weapons
maximum

1
2

Quiver

6 Arrows
maximum

Quiver	yes/no
---------------	--------

Arrows	
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Belt Pouch

Contains Gold
Crowns and
other coins, 50
maximum

Gold Crowns
Silver Lune
Noble
Ren
Sheasu Torq

Kai Weapon

Name	
Type	Axe/Sword/Broadsword
COMBAT SKILL Bonus	
Unique Properties	

Backpack

10
Backpack
Items
maximum

1
2
3
4

5
6
7
8
9
10

Special Items

12
Special
Items
maximum
(* Slots A-
F are only
for Items
not
counted
toward
the
maximum)

1
2
3
4
5
6
7
8
9
10

11
12
A*
B*
C*
D*
E*
F*

Combat Rules Summary

1. Add your COMBAT SKILL to any bonus points given to you by your Kai Weapon, Special Items, or Grand Master Disciplines.
2. Subtract the COMBAT SKILL of your enemy from this total. This number = Combat Ratio.
3. Pick a number from the [Random Number Table](#).
4. Turn to the [Combat Results Table](#).
5. Find your Combat Ratio along the top of the chart and cross-reference to the random number you have picked. (E indicates loss of ENDURANCE points to Enemy. GM indicates loss of ENDURANCE points to yourself.)
6. Continue the combat from Stage 3 until one character is dead. This is when the ENDURANCE points of either character falls to 0 or below.

To Evade Combat

1. You may only do this when the text of the adventure offers you the opportunity.
2. You undertake one round of combat in the usual way. All points lost by the enemy are ignored; only you lose the ENDURANCE points.
3. If the book offers the chance of taking evasive action in place of combat, it can be taken in the first or any subsequent round (unless specifically stated otherwise).

Combat Results Table

RN		Combat Ratio						
		-11	-10/-9	-8/-7	-6/-5	-4/-3	-2/-1	0
1	E	0	0	0	0	1	2	3
	GM	K	K	8	6	6	5	5
2	E	0	0	0	1	2	3	4
	GM	K	8	7	6	5	5	4
3	E	0	0	1	2	3	4	5
	GM	8	7	6	5	5	4	4
4	E	0	1	2	3	4	5	6
	GM	8	7	6	5	4	4	3
5	E	1	2	3	4	5	6	7
	GM	7	6	5	4	4	3	2
6	E	2	3	4	5	6	7	8
	GM	6	6	5	4	3	2	2
7	E	3	4	5	6	7	8	9
	GM	5	5	4	3	2	2	1
8	E	4	5	6	7	8	9	10
	GM	4	4	3	2	1	1	0
9	E	5	6	7	8	9	10	11
	GM	3	3	2	0	0	0	0
0	E	6	7	8	9	10	11	12
	GM	0	0	0	0	0	0	0

E = Enemy's ENDURANCE loss

GM = Grand Master's ENDURANCE loss

K = Combatant killed

RN		Combat Ratio						
		0	1/2	3/4	5/6	7/8	9/10	11
1	E	3	4	5	6	7	8	9
	GM	5	5	4	4	4	3	3
2	E	4	5	6	7	8	9	10
	GM	4	4	3	3	3	3	2
3	E	5	6	7	8	9	10	11
	GM	4	3	3	3	2	2	2
4	E	6	7	8	9	10	11	12
	GM	3	3	2	2	2	2	2
5	E	7	8	9	10	11	12	14
	GM	2	2	2	2	2	2	1
6	E	8	9	10	11	12	14	16
	GM	2	2	2	1	1	1	1
7	E	9	10	11	12	14	16	18
	GM	1	1	1	0	0	0	0
8	E	10	11	12	14	16	18	K
	GM	0	0	0	0	0	0	0
9	E	11	12	14	16	18	K	K
	GM	0	0	0	0	0	0	0
0	E	12	14	16	18	K	K	K
	GM	0	0	0	0	0	0	0

E = Enemy's ENDURANCE loss

GM = Grand Master's ENDURANCE loss

K = Combatant killed

Random Number Table

4	9	3	1	6	2	4	7	8	0
1	9	0	4	7	6	8	1	2	5
9	5	3	0	7	8	4	6	1	3
6	1	7	6	9	5	0	2	4	3
1	2	9	4	7	6	0	3	5	8
2	4	3	1	8	4	7	2	0	5
7	4	6	1	9	8	3	4	1	0
4	0	1	7	8	6	9	0	3	5
8	8	4	5	2	4	9	6	1	7
8	7	3	3	3	4	1	5	6	0

Errata

Introduction

We have taken our unique opportunity to correct errors and to enforce a standard of English usage. We list our changes here. If you see anything that needs correction, please [contact](#) the Project Aon Staff.

Errata

([Timeline of Notable Events in Magnamund](#)) Changed 'Zha-zing' to 'Zha-zhing'. Changed 'Shararak' to 'Shasarak'. Changed 'MS 5101 Kalte, Sommerlund and Durenor' to 'MS 5101 Kalte, Sommerlund, and Durenor'. Replaced 'Xo-Lin's great-great-grandson' with 'Xo-lin's great-great-grandson'. Replaced 'MS 5088 Vaduzhan, Bhanar and Chai' with 'MS 5088 Vaduzhan, Bhanar, and Chai'. Replaced 'formerly' with 'formally'. Replaced 'MS 5098 Lencia, Nyras and Nyvoz' with 'MS 5098 Lencia, Nyras and, Nyvoz'. Replaced 'Eru, Lencia, Kasland, Boden and Bor' with 'Eru, Lencia, Kasland, Boden, and Bor'. Replaced 'from the ruins of Cragmantle on the Skaror border, all the way to' with 'from the ruins of Cragmantle on the Skaror border all the way to'. Replaced 'Port of Suhñ' with 'the Port of Suhñ'. Replaced 'heir to crown' with 'heir to the crown'. Replaced 'violet earthquakes' with 'violent earthquakes'.

([The Story So Far ...](#)) Replaced 'Spring' with 'spring'. Replaced 'elite' with 'álite'. Replaced 'battlements, towers and gleaming porticos' with 'battlements, towers, and gleaming porticos'. Replaced 'Your pride is tinged with apprehension for you' with 'Your pride is tinged with apprehension, for you'. Replaced 'more-psychically' with 'more psychically'. Replaced 'is readiness' with 'in readiness'. Replaced 'decent towards' with 'descent towards'. Replaced 'powered-down' with 'powered down'. Replaced 'Black Hawk, Star Lynx, Steel Hand and Swift Sword' with 'Black Hawk, Star Lynx, Steel Hand, and Swift

Sword'. Replaced 'The Maakengorge, the Kraknalorg Chasm, The Dark Realm of Ruel, the ruins of Cragmantle, Ljuk, The Danarg, the city of Shadaki and the Doomlands of Naaros' with 'The Maakengorge, the Kraknalorg Chasm, the Dark Realm of Ruel, the ruins of Cragmantle, Ljuk, the Danarg, the city of Shadaki, and the Doomlands of Naaros'. Replaced 'Naaros. All of these places' with 'Naaros: All of these places'. Replaced 'forces hungry' with 'forces, hungry'. Replaced 'young Khea-Khan's' with 'young Khea-khan's'. Replaced 'that destroys them utterly leaving no trace' with 'that destroys them, utterly leaving no trace'. Replaced 'southeast' with 'south-east'. Replaced 'Zahsnor's' with 'Zashnor's'. Replaced 'crenulated towers' with 'crenellated towers'.

[\(The Game Rules\)](#) Removed 'that you will find in the front of this book. For ease of use, and for further adventuring, it is recommended that you photocopy these pages'. Removed 'on the last page of this book'. Replaced each occurrence of 'ie' with 'i.e.'. Replaced 'fall to zero' with 'fall to zero or below'. Replaced 'on to' with 'onto'. Replaced 'weapons and' with 'weapons, and'. Replaced 'normal weapons' with 'normal Weapons'. Replaced 'Lone Wolf New Order series' with '*Lone Wolf New Order series*'. Replaced 'New Order adventure' with '*New Order adventure*'.

[\(Your Kai Name\)](#) Replaced 'elite' with 'élite'. Removed 'You can record your personal Kai name on the book plate which appears on the inside front cover of this book.'.

[\(New Order Kai Grand Master Disciplines\)](#) Replaced 'Elementalism and Bardsmanship' with 'Elementalism, and Bardsmanship'. Replaced 'Bautar and Dessi' with 'Bautar, and Dessi'. Replaced 'Magi Magic' with 'Magi-magic'. Replaced 'remove or' with 'remove, or'. Replaced 'dialect and' with 'dialect, and'. Replaced 'Weapon and' with 'Weapon, and'. Replaced 'sixth sense' with 'Sixth Sense'. Replaced '1 to 3' with 'one to three'. Replaced 'For every adventure that you complete successfully in the New Order series, you will gain proficiency with one additional weapon.' with 'For every adventure

that you complete successfully in the *New Order* series while possessing the Discipline of Grand Weaponmastery, you will gain proficiency with one additional weapon.’. Replaced ‘Fire and’ with ‘Fire, and’. Replaced ‘battle wounds’ with ‘battle-wounds’. Added ‘ If you have chosen the Discipline of Grand Huntmastery as one of your skills, you will not need to tick off a Meal when instructed to eat.’ to the section on Grand Huntmastery. Replaced ‘fortresses increases’ with ‘fortresses increase’. Replaced ‘Duration of the spirit-walk, and the protection afforded to his inanimate body, increases’ with ‘Duration of the spirit-walk and the protection afforded to his inanimate body increase’. Replaced ‘predictions increases’ with ‘predictions increase’. Replaced ‘will be of use’ with ‘may be of use’. Added ‘If you have the Discipline of Grand Weaponmastery with Bow, you may add 5 points to any number you pick from the [Random Number Table](#), when using the Bow.’ from the [Equipment](#) section. Replaced ‘Lone Wolf (New Order) series’ with ‘*Lone Wolf New Order* series’. Replaced each occurrence of ‘New Order series’ with ‘*New Order* series’. Replaced ‘New Order adventure’ with ‘*New Order* adventure’. Replaced ‘any other Special Items that’ with ‘any other Special Items and Backpack Items that’.

([Equipment](#)) Replaced each occurrence of ‘Lone Wolf’ with ‘*Lone Wolf*’ when referring to the series. Replaced ‘eg,’ with ‘e.g.’. Replaced ‘combat, therefore’ with ‘combat; therefore’. Replaced each occurrence of ‘arrow’ with ‘Arrow’. Replaced each occurrence of ‘bow’ with ‘Bow’. Replaced each occurrence of ‘quiver’ with ‘Quiver’. Replaced each occurrence of ‘arrows’ with ‘Arrows’. Removed ‘(see the inside front cover of this book)’. Added a paragraph about Gold Crowns to the section ‘Equipment — How to use it’. Replaced ‘Grand Weaponmastery with a Bow’ with ‘Grand Weaponmastery with Bow’. Replaced ‘a sword or an axe’ with ‘a Sword or an Axe’. Replaced ‘weapons’ with ‘Weapons’. Replaced ‘weapon’ with ‘Weapon’. Removed ‘If you have the Discipline of Grand Weaponmastery with Bow, you may add 3 points to any number you pick from the [Random Number Table](#), when using the Bow.’. Replaced ‘record these on your [Weapons List](#)’ with ‘record these on your [Action Chart](#)’ for clarity.

Replaced 'the total sum of' with 'the number of'. Replaced 'Disciplines then' with 'Disciplines, then'. Replaced 'normal weapons' with 'normal Weapons'. Replaced 'New Order adventures' with '*New Order adventures*'. Replaced each occurrence of 'weapon' with 'Weapon' in the 'Equipment — How to Use It' section. Added 'You may only use one Weapon at a time in combat.' in harmony with the Collector's Edition. Added 'It cannot be used to increase ENDURANCE points immediately prior to a combat.' in harmony with the Collector's Edition. Replaced 'four' with 'five' in line with the Collector's Edition. Added the section [How Much Can You Carry?](#).

[\(Kai Weapons\)](#) Replaced 'elite' with 'élite'. Replaced 'new-found' with 'newfound'. Removed 'at the front of the book'. Replaced 'magical Axe, Sword or Broadsword' with 'magical Axe, Sword, or Broadsword'. Replaced 'axe "Alema"' with 'Axe "Alema"'. Added '(these bonuses are not cumulative)' in harmony with the Collector's Edition. Replaced 'when used versus magicians' with 'when used against magicians or creatures born of magic' in harmony with the Collector's Edition.

[\(Rules for Combat\)](#) Removed 'on the inside back cover of this book'. Replaced 'on the page after the [Random Number Table](#)' with 'in the back of this book'. Replaced 'points reduced' with 'points possibly reduced'. Replaced 'to zero' with 'to zero or below'. Replaced 'at which point the one with the zero score is declared dead' with 'at which point that combatant is declared dead'. Replaced 'only **you**' with 'only you'.

[\(Levels of New Order Grand Mastership\)](#) Removed parentheses from around '*You begin the New Order adventures at this level of Kai Grand Mastery*'. Replaced 'rank and titles' with 'ranks and titles'. Replaced 'New Order series' with '*New Order series*'. Replaced 'New Order adventures' with '*New Order adventures*'.

[\(Improved Grand Master Disciplines\)](#) Replaced 'Improved Grand Master Disciplines' with 'Improved Grand Master Disciplines'.

Replaced 'ie,' with 'i.e.'. Replaced 'Mindfort' with '*Mindfort*'.
Replaced 'Brotherhood spells' with 'Brotherhood Spells'. Replaced '1 metre' with 'three feet'. Replaced 'Lone Wolf New Order series' with '*Lone Wolf New Order series*'. Replaced 'affected, and the duration of the effect, increases' with 'affected — and the duration of the effect — increases'. Replaced 'affected, and the duration of effect, both increase' with 'affected and the duration of effect both increase'. Replaced 'Lone Wolf New Order books' with '*Lone Wolf New Order books*'. Replaced '*Speed* — by casting' with '*Speed* — By casting'. Replaced '*Power Strike* — can be cast' with '*Power Strike* — Can be cast'. Replaced '*Illumination* — creates' with '*Illumination* — Creates'. Replaced '*Bridge* — creates' with '*Bridge* — Creates'. Replaced 'Sun Knights who possess Mastery' with 'Sun Knights who possess mastery'. Replaced 'boulders etc.' with 'boulders, etc.'. Replaced 'mid air' with 'mid-air'. Replaced 'blink of eye' with 'blink of an eye'.

([New Order Wisdom](#)) Replaced 'Khea Khan's' with 'Khea-khan's' and both instances of 'Khea Khan' with 'Khea-khan'. Replaced 'gods Kai and Ishir' with 'Gods Kai and Ishir'. Replaced 'New Order adventure' with '*New Order adventure*'.

(All [numbered sections](#), except [253](#) and [350](#)) Added '.' to the end of reader choice paragraphs. Sections [50](#), [62](#), [98](#), [105](#), [113](#), [266](#), and [314](#) already had one choice with the appropriate punctuation.

(1) Replaced 'woolen' with 'woollen'. Changed '6th' to 'sixth'. Changed 'pre-dawn' to 'predawn'. Replaced 'a padded jacket of cinnamon-coloured cotton, apple green breeches, tan leather boots and a hooded grey woollen cloak' with 'a padded jacket of cinnamon-coloured cotton, apple green breeches, tan leather boots and a hooded grey woollen cloak'. Replaced 'Black Hawk, Star Lynx, Steel Hand and Swift Sword' with 'Black Hawk, Star Lynx, Steel Hand, and Swift Sword'. Replaced 'Rimoah's plan. Yet' with 'Rimoah's plan, yet'. Replaced 'hour. Yet' with 'hour, yet'. Replaced 'northwesterly' with 'north-westerly'.

(2) Replaced 'Grand Master discipline' with 'Grand Master Discipline'. Replaced 'reach to your weapon' with 'reach for your weapon'.

(3) Replaced 'potholed' with 'pot-holed'. Replaced both instances of 'discipline' with 'Discipline'. Replaced both instances of 'Doomwolf' with 'doomwolf'. Replaced three instances of 'Doomwolves' with 'doomwolves'.

(5) Replaced 'in the Gold Box otherwise all' with 'in the Gold Box. Otherwise, all'.

(8) Replaced both instances of 'discipline' with 'Discipline'. Replaced 'Hail Chengu!' with 'Hail, Chengu!'. Replaced 'you bring your horse to a halt behind the wagon, dismount and tether its reins' with 'you bring your horse to a halt behind the wagon, dismount, and tether its reins'.

(9) Replaced 'you know who this is; Nadziran Zashor!' with 'you know who this is: Nadziran Zashnor!'.

(10) Replaced 'eat, rest and recover' with 'eat, rest, and recover'. Replaced ' "We'll camp here for the night" says Quang' with ' "We'll camp here for the night," says Quang'. Replaced 'roots, fungi and berries' with 'roots, fungi, and berries'.

(11) Replaced 'strength as you can muster' with 'strength you can muster'.

(13) Changed '50ft' to '50 ft.'. Changed 'Weaponshop' to 'Weapon Shop' (cf. [Section 221](#)). Replaced 'backpack items' with 'Backpack Items'. Removed '(with the exception of Anseng's Kirusami)' because this item is a Weapon-like Special Item.

(14) Replaced 'Doomwolves' with 'doomwolves'.

(15) Changed '1/6th' to ' ' and multiple occurrences of '5/6ths' to ' '. Replaced 'would by' with 'would be'.

(16) Replaced both instances of 'discipline' with 'Discipline'. Replaced 'Doomwolves' with 'doomwolves'.

(17) Replaced both occurrences of 'treeline' with 'tree-line'. Replaced 'complement' with 'compliment'.

(18) Replaced 'retrieve, string and draw and arrow' with 'retrieve, string, and draw an Arrow'. Replaced both instances of 'bow' with 'bow'. Replaced 'chosen' with 'chosen.'.

(19) Replaced 'woodman's' with 'woodsman's'. Replaced 'discipline' with 'Discipline'.

(20) Replaced 'boots, backpack and cape' with 'boots, backpack, and cape'. Replaced 'Jian Tzu, Herbwarden Zautro and Lord Honos' with 'Jian Tzu, Herbwarden Zautro, and Lord Honos'. Replaced 'shouts,' with 'shouts.'.

(22) Replaced 'Kai Grand Master discipline' with 'Kai Grand Master Discipline'.

(23) Replaced 'arrow' with 'Arrow'.

(24) Replaced 'discipline' with 'Discipline'. Replaced 'water' with 'oil'.

(25) Switched the section numbers of the first two choices (i.e. 51 and 319) to match the skill levels of Sun Thane and Grand Thane.

(26) Replaced 'Anseng sits himself' with 'Anseng seats himself'.

(28) Replaced both instances of 'discipline' with 'Discipline'. Starget a new paragraph after 'deadly creatures.'.

(29) Replaced 'Magnakai discipline' with 'Magnakai Discipline'.

(30) Replaced 'woodman's' with 'woodsman's'. Replaced 'pole arm' with 'polearm'.

(30) Replaced 'a loaf of bread, some strips of cured lamb meat, some dried fruits and a small bottle of rice wine' with 'a loaf of bread, some strips of cured lamb meat, some dried fruits, and a small bottle of rice wine'. Replaced 'elite' with 'élite'.

(31) Replaced 'gulley' with 'gully'. Replaced 'discipline' with 'Discipline'. Replaced both instances of 'Doomwolf' with 'doomwolf'. Replaced 'Doomwolves' with 'doomwolves'.

(32) Replaced 'Turn 181' with 'Turn to 181'. Replaced 'Doomwolf' with 'doomwolf'.

(33) Changed '1/6th' to ' ' and multiple occurrences of '5/6ths' to ' '. Replaced 'would by' with 'would be'.

(35) Replaced 'Magnakai discipline' with 'Magnakai Discipline'.

(37) Replaced 'ENDURANCE points you lose' with 'ENDURANCE points (if any) you lose'.

(38) Replaced 'Backpack items' with 'Backpack items'.

(39) Replaced 'turn 94' with 'turn to 94'.

(40) Replaced 'a bunk, chart table, swivel-backed captain's chair and mahogany cabinets' with 'a bunk, chart table, swivel-backed captain's chair, and mahogany cabinets'.

(42) Replaced ' "We cannot go on in this direction, my Lord" ' with ' "We cannot go on in this direction, my Lord," '.

(43) Replaced 'backpack items' with 'Backpack Items'. Replaced 'Mindblast, Psi-surge and Kai-surge, by adding' with 'Mindblast, Psi-surge, and Kai-surge by adding'. Replaced ' "Ferry House Inn" ' with 'Ferry House Inn.'.

(45) Replaced '50ft' with '50 ft.'. Replaced 'backpack items' with 'Backpack Items'. Added ' Restores 4 ENDURANCE when swallowed after combat.'.

(46) Replaced 'it is has been' with 'it has been'. Replaced 'Magnakai discipline' with 'Magnakai Discipline'.

(47) Replaced 'Magnakai discipline' with 'Magnakai Discipline'. Replaced 'Grand Master disciplines' with 'Grand Master Disciplines'. Replaced 'Doomwolves' with 'doomwolves'.

(48) Replaced four instances of 'Doomwolf' with 'doomwolf'.

(49) Replaced '4th' with 'fourth'. Replaced '3rd' with 'third'.

(50) Replaced all instances of '7th' with 'seventh'. Replaced '8th' with 'eighth'.

(51) Replaced 'discipline' with 'Discipline'. Replaced 'to your weapon' with 'for your weapon'.

(52) Replaced 'discipline' with 'Discipline'.

(53) Replaced 'Doomwolf' with 'doomwolf'.

(54) Replaced 'Queng' with 'Quang'. Replaced 'sixth sense ' with 'Sixth Sense '.

(55) Replaced 'birdsong' with 'bird song'. Replaced 'pole arm' with 'polearm'. Replaced 'you and set off' with 'you and Anseng set off'. Replaced 'The rain and thunder have ceased but the slowly brightening sky is heavy with thick grey cloud.' with 'The rain and thunder have ceased, but the slowly brightening sky is heavy with thick grey clouds.'. Replaced 'the Hyunsei Foothills, the Voxai Swamp and the Huzang Forest' with 'the Hyunsei Foothills, the Voxai Swamp, and the Huzang Forest'.

(56) Replaced 'discipline' with 'Discipline'. Replaced both instances of 'Doomwolves' with 'doomwolves'. Replaced three instances of 'Doomwolf' with 'doomwolf'. Replaced 'bow' with 'Bow'.

(58) Replaced 'traveling' with 'travelling'. Replaced 'Grand Master discipline' with 'Grand Master Discipline'.

(61) Replaced 'discipline' with 'Discipline'. Replaced 'syphon' with 'siphon'.

(62) Added a quotation mark at the end of the paragraph starting with 'When he was a young boy,'.

(63) Replaced 'Word of Power *Kai!* And' with 'Word of Power *Kai!* and'. Replaced both instances of 'discipline' with 'Discipline'. Replaced 'worshiped' with 'worshipped'.

(64) Replaced 'preference; stay' with 'preference: stay'.

(65) Replaced 'Magnakai discipline' with 'Magnakai Discipline'.

(66) Replaced '4th round' with 'fourth round'. Replaced 'arrow' with 'Arrow'. Replaced 'Curing your misfortune' with 'Cursing your misfortune'.

(67) Replaced 'Instinctively, draw' with 'Instinctively, you draw'. Replaced 'discipline' with 'Discipline'.

(69) Replaced 'Grand Master discipline' with 'Grand Master Discipline'.

(70) Replaced both instances of 'Grand Master discipline' with 'Grand Master Discipline'.

(71) Replaced 'bow' with 'Bow'. Replaced 'arrows' with 'Arrows'. Replaced 'quiver' with 'Quiver'.

(72) Replaced 'Quang, Bai and Chao' with 'Quang, Bai, and Chao'.

(73) Replaced '50ft length' with '50 ft. length'. Replaced 'backpack items' with 'Backpack Items'. Replaced 'arrows' with 'Arrows'. Added ' Restores 4 ENDURANCE when swallowed after combat.'

(74) Replaced 'Grand Master discipline' with 'Grand Master Discipline'. Replaced 'bow' with 'Bow'. Replaced all instances of 'arrow' with 'Arrow'.

(76) Replaced 'backpack items' with 'Backpack Items'.

(77) Replaced 'Hi'Joi' with 'Hi'joi'. Replaced ' "One moment, my Lord", he says' with ' "One moment, my Lord," he says'. Replaced ' "Come a little closer" ' with ' "Come a little closer," '. Replaced ' "Of course, my Lord", replies Shousun' with ' "Of course, my Lord," replies Shousun'.

(78) Replaced 'Old Kingdom spell' with 'Old Kingdom Spell'.

(79) Added a quotation mark at the end of the phrase 'Steady, my Lord,'. Replaced 'treeline' with 'tree-line'. Replaced 'Backpack Items' with 'Backpack Items'. Replaced 'the teeming rain, the howling winds and the rolling thunder' with 'the teeming rain, the howling winds, and the rolling thunder'.

(80) Replaced 'bow' with 'Bow'. Replaced ' "Kai!" ' with 'Kai!'.

(81) Replaced 'ENDURANCE points you lose' with 'ENDURANCE points (if any) you lose'.

(82) Replaced 'Magnakai discipline' with 'Magnakai Discipline'.

(83) Replaced both instances of 'arrows' with 'Arrows'.

(84) Replaced 'bow' with 'Bow'.

(86) Replaced both instances of 'discipline' with 'Discipline'. Replaced 'Doomwolf' with 'doomwolf'. Replaced 'Doomwolves' with

‘doomwolves’.

(87) Added a quotation mark at the end of the phrase ‘Hah!’ and replaced ‘Snorts’ with ‘snorts’.

(88) Replaced ‘treeline’ with ‘tree-line’.

(89) Replaced both instances of ‘discipline’ with ‘Discipline’. Replaced ‘Mind over Matter’ with ‘Mind Over Matter’.

(90) Replaced ‘Magnakai discipline’ with ‘Magnakai Discipline’. Replaced ‘Grand Master discipline’ with ‘Grand Master Discipline’.

(91) Replaced ‘Doomwolf’ with ‘doomwolf’. Replaced both instances of ‘discipline’ with ‘Discipline’.

(91) Replaced both instances of ‘bow’ with ‘Bow’.

(92) Replaced ‘gulley’ with ‘gully’. Replaced ‘discipline’ with ‘Discipline’. Replaced ‘Doomwolves’ with ‘doomwolves’.

(93) Replaced ‘woodman's’ with ‘woodsman's’.

(96) Replaced ‘Brotherhood spell’ with ‘Brotherhood Spell’.

(97) Replaced ‘steamed rice, fresh vegetables and diced lamb’ with ‘steamed rice, fresh vegetables, and diced lamb’. Replaced ‘says Tzu, “after all ... ” ’ with ‘says Tzu, “after all ... ” ’.

(98) Replaced ‘traveling’ with ‘travelling’.

(99) Replaced ‘treeline’ with ‘tree-line’. Replaced ‘bow’ with ‘Bow’.

(100) Replaced ‘7th round’ with ‘seventh round’. Replaced ‘discipline’ with ‘Discipline’.

(101) Replaced ‘Magnakai discipline’ with ‘Magnakai Discipline’. Replaced ‘bow’ with ‘Bow’. Replaced ‘arrows’ with ‘Arrows’.

Replaced 'quiver' with 'Quiver'.

(102) Replaced 'discipline' with 'Discipline'.

(103) Replaced 'discipline' with 'Discipline'. Replaced 'bow' with 'Bow'.

(104) Replaced both instances of 'bow' with 'Bow'.

(105) Replaced 'buys, sells and prepares' with 'buys, sells and prepares'. Replaced 'backpack items' with 'Backpack Items'. Replaced 'Increases the effect of Mindblast, Psi-surge and Kai-surge, by adding' with 'Increases the effect of Mindblast, Psi-surge, and Kai-surge by adding'.

(106) Replaced ' "My compliments, Grand Master" ' with ' "My compliments, Grand Master," '. Replaced 'Greetings Grand Master' with 'Greetings, Grand Master'. Replaced both instances of 'discipline' with 'Discipline'. Replaced 'bow' with 'Bow'. Replaced 'arrow' with 'Arrow'.

(107) Replaced 'Khea-Khan' with 'Khea-khan'. Replaced 'the Captain, Lord Honos and Herwarden Zautro' with 'the Captain, Lord Honos, and Herwarden Zautro'. Replaced 'They have gone but they will never be forgotten.' with 'They have gone, but they will never be forgotten.'.

(108) Replaced 'treeline' with 'tree-line'. Replaced 'What is it, my Lord' with 'What is it, my Lord?'.

(109) Replaced 'bow' with 'Bow'. Replaced 'arrow' with 'Arrow'.

(110) Replaced 'This is a valuable item, and therefore I must request that you wager a minimum of 100 Ren (10 Gold Crowns).' with ' "This is a valuable item, and therefore I must request that you wager a minimum of 100 Ren." '. Replaced 'If you have 10 Gold Crowns' with 'If you have 100 Ren (10 Gold Crowns)'.

(111) Replaced 'camp fire' with 'campfire'. Replaced 'Queng' with 'Quang'. Replaced 'woodman's' with 'woodsman's'. Replaced 'berries, nuts and edible flora' with 'berries, nuts, and edible flora'.

(112) Replaced 'Port of Suhm' with 'the Port of Suhm'.

(113) Replaced ' "Please, gentlemen, introduce yourselves to our famous guest" ' with ' "Please, gentlemen, introduce yourselves to our famous guest," '.

(114) Placed Madam Dai-zia's speech inside a block quote element and removed the quotation mark at the beginning of the first paragraph and at the end of the last. Added an apostrophe to the phrase 'three minutes' time'. Added a period to the end of the last paragraph. Replaced 'You take their seats, remove your backpacks and stow them' with 'You take their seats, remove your backpacks, and stow them'. Replaced both instances of 'sand timer' with 'hourglass'. Added periods to end of the three sentences describing the inscriptions on the boxes.

(115) Replaced 'Doomwolf' with 'doomwolf'. Replaced 'Doomwolves' with 'doomwolves'. Replaced both instances of 'bow' with 'Bow'. Replaced both instances of 'arrow' with 'Arrow'. Replaced 'quiver' with 'Quiver'.

(116) Replaced 'Weapomnmastery' with 'Weaponmastery'. Replaced all instances of 'discipline' with 'Discipline'.

(120) Replaced both instances of 'discipline' with 'Discipline'. Replaced 'Magnakai discipline' with 'Magnakai Discipline'. Replaced 'a wiry man old man' with 'a wiry old man'. Replaced 'casks of wines, spirits and exotic liqueurs' with 'casks of wine, spirits, and exotic liqueurs'.

(121) Replaced 'Grand Master discipline' with 'Grand Master Discipline'. Replaced 'bow' with 'Bow'. Replaced 'arrows' with 'Arrows'. Replaced 'arrow' with 'Arrow'.

(122) Replaced 'discipline' with 'Discipline'.

(123) Added a quotation mark at the end of the phrase 'Steady, my Lord,'. Replaced 'Backpack Items' with 'Backpack Items'.

(124) Replaced 'bow' with 'Bow'. Replaced 'arrows' with 'Arrows'. Replaced 'quiver' with 'Quiver'.

(125) Replaced 'it should be recorded it in the Weapons section' with 'it should be recorded in the Weapons section'.

(131) Replaced both instances of 'arrow' with 'Arrow'. Replaced '2nd round' with 'second round'. Replaced 'loudly. But it' with 'loudly, but it'.

(133) Replaced 'southeast' with 'south-east'.

(134) Replaced 'gulley' with 'gully'. Replaced both instances of 'Doomwolf' with 'doomwolf'. Replaced both instances of 'Doomwolves' with 'doomwolves'. Replaced 'arrow' with 'Arrow'.

(135) Replaced 'leather jacket, black breeches, sturdy black boots and a dark green oilskin cape' with 'leather jacket, black breeches, sturdy black boots, and a dark green oilskin cape'.

(137) Replaced 'north east' with 'north-east'. Replaced both occurrences of 'treeline' with 'tree-line'. Replaced 'Grand Master discipline' with 'Grand Master Discipline'.

(138) Replaced 'Grand Master discipline' with 'Grand Master Discipline'.

(141) Replaced 'Doomwolf' with 'doomwolf'.

(142) Replaced 'treeline' with 'tree-line'. Replaced 'It has only just got back on its feet' with 'It has only just gotten back on its feet'.

(144) Replaced 'Grand Master discipline' with 'Grand Master Discipline'.

(145) Replaced 'discipline' with 'Discipline'.

(146) Replaced 'distain' with 'disdain'.

(148) Replaced 'pole arm' with 'polearm'. Replaced 'south east' with 'south-east'. Replaced 'north west' with 'north-west'.

(149) Replaced 'Magnakai disciplines' with 'Magnakai Disciplines'. Replaced 'turn to 180' with 'turn to 98'. Replaced 'clothing, furniture and fruit' with 'clothing, furniture, and fruit'.

(151) Replaced 'actives' with 'activates'. Replaced 'Anseng, Chao and Lieutenant Quang' with 'Anseng, Chao, and Lieutenant Quang'.

(153) Replaced 'discipline' with 'Discipline'. Replaced both instances of 'bow' with 'Bow'.

(154) Replaced ' "Come a little closer", ' with ' "Come a little closer," '. Replaced ' "Come a little closer", he says' with ' "Come a little closer," he says'. Replaced ' "Of course, my Lord", replies Shousun' with ' "Of course, my Lord," replies Shousun'.

(156) Replaced both instances of 'Grand Master discipline' with 'Grand Master Discipline'.

(157) Replaced 'If you do not kill the Chagarashi outright with your single blow' with 'If you do not kill the Chagarashi outright with your single blow and lose the same or fewer ENDURANCE points than the Chagarashi'. Replaced 'ENDRANCE' with 'ENDURANCE'.

(159) Replaced 'bow' with 'Bow'.

(162) Replaced 'Magnakai discipline' with 'Magnakai Discipline'.

(163) Replaced 'woodman's' with 'woodsman's'. Replaced both instances of 'discipline' with 'Discipline'.

(165) Replaced 'Grand Master discipline' with 'Grand Master Discipline'. Replaced 'Doomwolf' with 'doomwolf'. Replaced both instances of 'Doomwolves' with 'doomwolves'. Replaced both instances of 'bow' with 'Bow'.

(166) Replaced 'Angseng's' with 'Anseng's'.

(167) Replaced 'Brotherhood spell' with 'Brotherhood Spell'.

(169) Replaced 'oilskin cloak, your boots and your backpack' with 'oilskin cloak, your boots, and your backpack'.

(170) Replaced 'Brotherhood spell' with 'Brotherhood Spell'.

(171) Replaced '50ft length' with '50 ft. length'. Replaced 'backpack items' with 'Backpack Items'. Replaced 'arrows' with 'Arrows'. Added 'Restores 4 ENDURANCE when swallowed after combat.'. Removed '(with the exception of Anseng's Kirusami)' because this item is a Weapon-like Special Item.

(172) Changed '1/6th' to '' and multiple occurrences of '5/6ths' to ''. Replaced 'would by' with 'would be'.

(174) Divided the paragraph beginning 'You may add 6 points' in two. Replaced 'discipline' with 'Discipline'.

(175) Replaced 'nightfall,' with 'nightfall?'. Replaced 'Queng' with 'Quang'.

(176) Replaced 'Backpack items' with 'Backpack Items'.

(177) Replaced both instances of 'bow' with 'Bow'.

(179) Replaced 'Grand Master discipline' with 'Grand Master Discipline'.

(181) Replaced 'treeline' with 'tree-line'. Replaced 'gulley' with 'gully'. Replaced all instances of 'Grand Master discipline' with 'Grand Master Discipline'. Replaced three instances of 'Doomwolves' with 'doomwolves'. Replaced 'Doomwolf' with 'doomwolf'.

(182) Replaced 'bow' with 'Bow'.

(183) Replaced ' "As I thought", he says' with ' "As I thought," he says'.

(184) Replaced both instances of 'Quang, Bai and Deng' with 'Quang, Bai, and Deng'. Replaced 'With a wave, Shen-yin' with 'With a wave, Shen-Yin'.

(185) Replaced 'backpack items' with 'Backpack Items'. Replaced 'Mindblast, Psi-surge and Kai-surge' with 'Mindblast, Psi-surge, and Kai-surge'.

(188) Replaced the first two instances of 'kirusami' with 'Kirusami'. Replaced 'discipline of Mind over Matter' with 'Discipline of Mind Over Matter'.

(189) Replaced 'discipline' with 'Discipline'. Replaced 'bow' with 'Bow'.

(191) Replaced 'turn 94' with 'turn to 94'.

(192) Replaced 'Grand Master discipline' with 'Grand Master Discipline'.

(194) Replaced 'ENDRANCE' with 'ENDURANCE'.

(194) Replaced four instances of 'Doomwolf' with 'doomwolf'.

(196) Replaced 'discipline' with 'Discipline'.

(197) Replaced 'pole arm' with 'polearm'.

(198) Replaced both occurrences of 'treeline' with 'tree-line'. Replaced 'arrows' with 'Arrows'.

(199) Replaced both instances of 'backpack items' with 'Backpack Items'. Replaced 'Mindblast, Psi-surge and Kai-surge' with 'Mindblast, Psi-surge, and Kai-surge'.

(200) Replaced 'Backpack items' with 'Backpack Items'.

(202) Replaced ' "Hail, sir" says Quang' with ' "Hail, sir," says Quang'.

(203) Replaced 'Both of them turn their heads, recognise the familiar face of Lieutenant Quang and immediately stand up and salute him.' with 'Both of them turn their heads, recognise the familiar face of Lieutenant Quang, and immediately stand up and salute him.'.

(207) Split the paragraph beginning 'You may add 6 points' in two. Replaced 'discipline' with 'Discipline'.

(208) Changed 'Weaponshop' to 'Weapon Shop' (cf. [Section 221](#)).

(210) Replaced 'discipline' with 'Discipline'.

(211) Replaced both instances of 'bow' with 'Bow'. Replaced 'arrow' with 'Arrow'.

(213) Replaced 'clothing, furniture and fruit' with 'clothing, furniture, and fruit'. Replaced 'turn to 180' with 'turn to 98'. Replaced 'bought, bartered and sold' with 'bought, bartered, and sold'.

(215) Replaced 'turn 94' with 'turn to 94'.

(216) Replaced 'Chao, Bai and Deng' with 'Chao, Bai, and Deng'.

(217) Replaced 'arrow' with 'Arrow'.

(219) Replaced 'bow' with 'Bow'. Replaced both instances of 'arrow' with 'Arrow'.

(220) Replaced 'treeline' with 'tree-line'.

(222) Replaced both instances of 'Grand Master discipline' with 'Grand Master Discipline'.

(223) Replaced 'Magnakai discipline' with 'Magnakai Discipline'.

(224) Replaced 'forcing them run' with 'forcing to them run'.
Replaced 'Magnakai discipline' with 'Magnakai Discipline'.

(225) Replaced ' "It can be yours for only 200 Ren" (20 Gold Crowns)' with ' "It can be yours for only 200 Ren." '. Replaced 'If you wish to buy this Wardstone' with 'If you wish to buy this Wardstone for 200 Ren (20 Gold Crowns)'.

(228) Replaced 'on the edge of walkway' with 'on the edge of the walkway'. Replaced both instances of 'discipline' with 'Discipline'.
Replaced 'If you total is now 4 or lower' with 'If your total is now 4 or lower'.

(230) Replaced 'Magnakai discipline' with 'Magnakai Discipline'.
Replaced 'reach to your weapon' with 'reach for your weapon'.

(233) Replaced 'as it head sinks' with 'as its head sinks'. Replaced 'discipline' with 'Discipline'. Replaced 'Doomwolf' with 'doomwolf'.
Replaced 'Doomwolves' with 'doomwolves'.

(234) Replaced 'bow' with 'Bow'. Replaced both instances of 'arrow' with 'Arrow'.

(235) Replaced 'bow' with 'Bow'. Replaced 'arrow' with 'Arrow'.
Replaced 'ships' with 'ship's'.

(236) Replaced 'Doomwolves' with 'doomwolves'.

([237](#)) Replaced both instances of 'Grand Master discipline' with 'Grand Master Discipline'.

([238](#)) Replaced both instances 'Port of Suhn' with 'the Port of Suhn'. Added a quotation mark at the end of the phrase 'Grand Master,'. Replaced 'Silver Virixe' with '*Silver Virixe*'. Replaced 'Grand Master disciplines' with 'Grand Master Disciplines'. Replaced ' "Silver Virixe" ' with '*Silver Virixe*'.

([239](#)) Replaced 'You are little than a mile' with 'You are little more than a mile'.

([240](#)) Replaced 'ENDRANCE' with 'ENDURANCE'.

([241](#)) Added a quotation mark at the end of the phrase 'Thank you very much,'. Replaced 'she a lot prettier' with 'she's a lot prettier'.

([242](#)) Replaced 'Chagarashi Scouts (x2)' with '2 Chagarashi Scouts'.

([243](#)) Replaced 'creature chest' with 'creature's chest'. Replaced both instances of 'discipline' with 'Discipline'. Replaced 'arrow' with 'Arrow'. Replaced 'you flick the reins and the team set off' with 'you flick the reins, and the team sets off'.

([245](#)) Replaced 'Sheni' with 'Shen'. Replaced '50ft length' with '50 ft. length'. Replaced 'backpack items' with 'Backpack Items'. Added 'Restores 4 ENDURANCE when swallowed after combat.'. Removed '(with the exception of Anseng's Kirusami)' because this item is a Weapon-like Special Item.

([248](#)) Replaced 'pole arm' with 'polearm'.

([250](#)) Replaced all instances of 'discipline' with 'Discipline'. Replaced 'bow' with 'Bow'.

([251](#)) Replaced 'Jougong' with 'jougong'.

(252) Replaced 'Old Kingdom spell' with 'Old Kingdom Spell'.
Replaced 'treeline' with 'tree-line'. Replaced 'gulley' with 'gully'.
Replaced all instances of 'discipline' with 'Discipline'. Replaced three instances of 'Doomwolves' with 'doomwolves'. Replaced 'Doomwolf' with 'doomwolf'.

(254) Replaced 'The curtain is draw aside' with 'The curtain is drawn aside'.

(255) Replaced 'Grand Master discipline' with 'Grand Master Discipline'.

(256) Replaced 'Grand Master discipline' with 'Grand Master Discipline'.

(257) Replaced 'Doomwolf' with 'doomwolf'.

(258) Replaced 'backpack items' with 'Backpack Items'.

(261) Replaced both instances of 'discipline' with 'Discipline'.

(262) Replaced 'horse rear up' with 'horse rears up'. Replaced 'turn to 218' with 'turn to 246'.

(263) Replaced 'Magnakai discipline' with 'Magnakai Discipline'.
Replaced 'Grand Master disciplines' with 'Grand Master Disciplines'.
Replaced both instances of 'bow' with 'Bow'. Replaced 'beast plate' with 'breast plate'.

(267) Replaced 'It is Gold Necklace' with 'It is a Gold Necklace'.

(264) Replaced 'treeline' with 'tree-line'. Replaced 'gulley' with 'gully'.
Replaced all instances of 'Grand Master discipline(s)' with 'Grand Master Discipline(s)'. Replaced three instances of 'Doomwolves' with 'doomwolves'. Replaced 'Doomwolf' with 'doomwolf'.

(265) Replaced '4th round' with 'fourth round'.

(267) Replaced 'treeline' with 'tree-line'.

(268) Replaced 'Chagarashi Scouts (x2)' with '2 Chagarashi Scouts'.
Replaced 'Grand Master discipline' with 'Grand Master Discipline'.

(270) Replaced 'Zasnhor' with 'Zashnor'. Replaced 'Hi'Joi' with 'Hi'joi'.

(271) Replaced 'Brotherhood spell' with 'Brotherhood Spell'.

(272) Replaced 'Angseng's' with 'Anseng's'.

(273) Replaced 'fulfill' with 'fulfil'. Replaced 'Grand Master discipline' with 'Grand Master Discipline'. Replaced 'in Gazad Helkona .' with 'in Gazad Helkona.'.

(275) Replaced 'it is has been' with 'it has been'. Replaced 'Grand Master discipline' with 'Grand Master Discipline'.

(280) Replaced 'envelopes, slips of paper and sticks of charcoal' with 'envelopes, slips of paper, and sticks of charcoal'.

(282) Replaced 'make direct mind contact him' with 'make direct mind contact with him'. Replaced both instances of 'discipline' with 'Discipline'.

(283) Replaced 'Doomwolf' with 'doomwolf'.

(284) Replaced ' "What is it, my Lord" he says' with ' "What is it, my Lord?" he says'.

(285) Replaced 'a bunk, an oak table, an ornately carved high-backed Mythenian chair and a toa wood chest of drawers' with 'a bunk, an oak table, an ornately carved high-backed Mythenian chair, and a toa wood chest of drawers'. Replaced 'discipline of Mind over Matter' with 'Discipline of Mind Over Matter'.

(286) Replaced 'says Tzu, " after all the help ... " ' with 'says Tzu, "after all the help ... " '.

(287) Replaced 'Doomwolves' with 'doomwolves'.

(288) Replaced 'restores to you 5 ENDURANCE points' with 'restores 5 ENDURANCE points'.

(290) Replaced 'Grand Master discipline' with 'Grand Master Discipline'. Replaced '129' with 'turn to 129'.

(293) Replaced 'Grand Master Discipline of Nexus' with 'Discipline of Grand Nexus'. Replaced all instances of 'discipline(s)' with 'Discipline(s)'.

(294) Replaced 'grass, shrubs and reeds' with 'grass, shrubs, and reeds'. Replaced 'discipline' with 'Discipline'. Replaced 'Grand Master Discipline of Huntmastery' with 'Discipline of Grand Huntmastery'.

(295) Replaced 'discipline' with 'Discipline'.

(297) Replaced 'a crimson leather jacket, black breeches, sturdy black boots and a dark green oilskin cape' with 'a crimson leather jacket, black breeches, sturdy black boots, and a dark green oilskin cape'. Replaced 'backpack and weapons' with 'Backpack, and Weapons'.

(299) Replaced 'Meal.)You' with 'Meal.) You'. Replaced 'Shousan' with 'Shousun'. Replaced 'Soushan' with 'Shousun'. Replaced 'Zhou-Yin' with 'Zhou-yin'. Replaced 'Quang, Bai and Deng' with 'Quang, Bai, and Deng'.

(308) Replaced 'with kitchen knife' with 'with a kitchen knife'.

(301) Replaced 'bow' with 'Bow'. Replaced three instances of 'arrow' with 'Arrow'. Replaced 'quiver' with 'Quiver'.

(302) Replaced 'Magnakai discipline' with 'Magnakai Discipline'.

(303) Replaced ‘ “10 Ren” he says’ with ‘ “10 Ren,” he says’.
Replaced both instances of ‘discipline’ with ‘Discipline’.

(304) Replaced ‘Youi’ with ‘You’. Replaced ‘discipline’ with ‘Discipline’. Replaced ‘discipline’ with ‘Discipline’.

(307) Replaced ‘Chagarashi Scouts (x2)’ with ‘2 Chagarashi Scouts’.
Replaced ‘arrow’ with ‘Arrow’.

(309) Replaced ‘turn 338’ with ‘turn to 338’.

(310) Replaced ‘You bring your horse to a halt behind the wagon, dismount and tether its reins’ with ‘You bring your horse to a halt behind the wagon, dismount, and tether its reins’. Replaced ‘Hail Chengu!’ with ‘Hail, Chengu!’. Replaced both instances of ‘discipline’ with ‘Discipline’.

(313) Replaced ‘Angseng’ with ‘Anseng’. Replaced both instances of ‘discipline’ with ‘Discipline’.

(314) Added a quotation mark at the end of the paragraph starting with ‘When he was a young boy,’.

(315) Replaced ‘Doomwolf’ with ‘doomwolf’. Replaced ‘Turn 264’ with ‘Turn to 264’.

(316) Replaced ‘rangers. But’ with ‘rangers, but’. Replaced ‘Magnakai discipline’ with ‘Magnakai Discipline’. Replaced ‘elite’ with ‘élite’.

(317) Replaced ‘Zhou-Yin’ with ‘Zhou-yin’.

(318) Replaced ‘Lone Wolf’ with ‘*Lone Wolf*’.

(319) Replaced ‘discipline’ with ‘Discipline’. Replaced ‘reach to your weapon’ with ‘reach to your weapon’.

(322) Replaced ‘worshipers’ with ‘worshippers’. Replaced ‘discipline’ with ‘Discipline’. Replaced ‘turn to 126’ with ‘turn to 185’. Replaced

‘warmth and calmness following through you’ with ‘warmth and calmness flowing through you’.

(324) Replaced ‘ENDRANCE’ with ‘ENDURANCE’. Replaced ‘discipline’ with ‘Discipline’.

(325) Replaced ‘bow’ with ‘Bow’. Replaced ‘arrows’ with ‘Arrows’. Replaced ‘quiver’ with ‘Quiver’. Replaced ‘General Store the opposite side’ with ‘General Store on the opposite side’.

(326) Replaced ‘Grand Master Discipline of Pathsmanship’ with ‘Discipline of Grand Pathsmanship’.

(328) Replaced both instances of ‘arrows’ with ‘Arrows’.

(329) Replaced ‘discipline of Mind over Matter’ with ‘Discipline of Mind Over Matter’.

(330) Replaced ‘Tranquility’ with ‘Tranquillity’.

(331) Replaced ‘Doomwolf's’ with ‘doomwolf's’. Replaced ‘bow’ with ‘Bow’. Replaced ‘arrow’ with ‘Arrow’.

(332) Replaced ‘Of you can unsheathe’ with ‘Or you can unsheathe’.

(333) Replaced ‘Grand Master discipline’ with ‘Grand Master Discipline’. Replaced ‘bow’ with ‘Bow’. Replaced ‘arrow’ with ‘Arrow’. Replaced ‘quiver’ with ‘Quiver’.

(334) Replaced ‘Grand Master discipline’ with ‘Grand Master Discipline’. Added ‘and restores 4 ENDURANCE when swallowed after combat.’.

(335) Replaced all three instances of ‘kirusami’ with ‘Kirusami’.

(337) Replaced ‘warmth and calmness following through you’ with ‘warmth and calmness flowing through you’. Replaced ‘worshippers’ with ‘worshippers’. Replaced ‘turn to 126’ with ‘turn to 185’.

([338](#)) Replaced 'There is a knock on the chamber door and Song Tao says "Enter".' with 'There is a knock on the chamber door, and Song Tao says "Enter." '. Replaced 'grilled fish, boiled rice and steamed vegetables' with 'grilled fish, boiled rice, and steamed vegetables'. Replaced 'stunk by a bee' with 'stung by a bee'.

([339](#)) Replaced 'Backpack items' with 'Backpack Items'.

([344](#)) Replaced 'arrows' with 'Arrows'. Replaced 'Turn to 135' with 'Turn to 297'. Replaced 'quiver' with 'Quiver'.

([345](#)) Replaced 'turn 94' with 'turn to 94'.

([347](#)) Replaced 'from tavern's stable' with 'from the tavern's stable'. Replaced 'Kai hunting discipline' with 'Kai Hunting Discipline'. Replaced 'Grand Master discipline' with 'Grand Master Discipline'.

([348](#)) Replaced 'Magnakai discipline' with 'Magnakai Discipline'.

([349](#)) Replaced 'see. Doomwolves' with 'see: doomwolves'. Replaced 'southeast' with 'south-east'. Replaced 'their faces taught with frustration' with 'their faces taut with frustration'. Replaced 'they are wont to give up now' with 'they are loath to give up now'.

([350](#)) Replaced 'Black Hawk, Star Lynx, Steel Hand and Swift Sword' with 'Black Hawk, Star Lynx, Steel Hand, and Swift Sword'.

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2 December 2019

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